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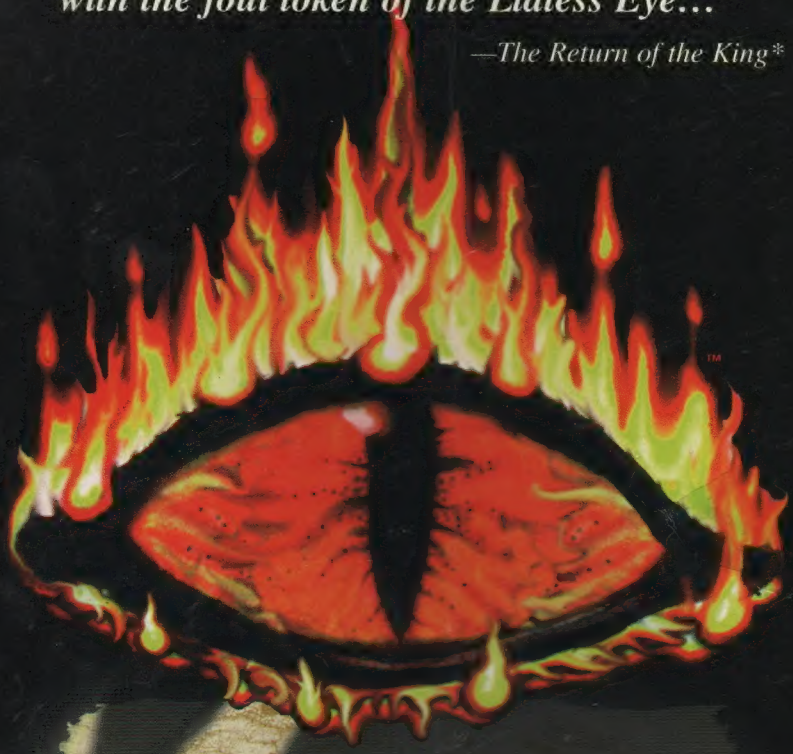
*—The Return of the King**



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EDITOR'S LETTER

The Power of the Force

Not so long ago in a place not very far from the *InQuest* offices, I lay in a hospital bed struggling with a bout of pneumonia. While I suffered through inhalation therapy, my brothers and cousins accompanied our grandfather to the premiere of "Star Wars." By the time I was discharged, a little thinner thanks to a liquid diet, George Lucas' space opera had moved on. And I had missed out on a little piece of history.

There's nothing worse than seeing the looks of horror in the eyes of your childhood friends when you mistakenly allow your C-3PO action figure to trounce Darth Vader's butt during recess play. Meet King Loser 1977: me.

Having missed out on the film, I didn't know the story. The toys had no meaning. For a year "The Force" were just words to me. When "Star Wars" came 'round for an encore showing, I sat in the front row. And I vowed never again to miss it—through five more showings.

This month marks the return of the "Star Wars" trilogy to theaters. The story hasn't changed. Save for some remarkably enhanced special effects and reworked footage once left on the cutting room floor, the tale remains intact. And despite having grown up considerably since 1977—including developing, dare I say, discriminating tastes when it comes to sci-fi and fantasy—that suits me just fine. For me, "Star Wars" is a part of history: film's past and future, my own personal growth from childhood, and a shared cultural experience with so many who know exactly what I mean when I utter the words Jedi, Bantha or Wookiee. It's part of our lexicon.

Just a few years ago, while teaching English at Iowa State University, I was astonished that so many of my students had never seen "Star Wars" on the big screen. Of course they hadn't. Each barely a year or two old when "Star Wars" changed moviemaking, my students were part of a generation once removed from the magic, just like I once was. But they had seen it on video, and they knew the language.

The film's pervasiveness into Americana is obvious.

Twenty years later I'm fairly certain that I won't miss out this time. While some of my childhood playmates might be taking their own progeny, I'm content to share this special edition of "Star Wars" with my spouse. And now that I'm part of the story, like so many others, I can't wait to relive it...again and again...taking secret pleasure while I eavesdrop on the oohs and ahs of a whole new generation.

Scott Beatty
Copy Editor

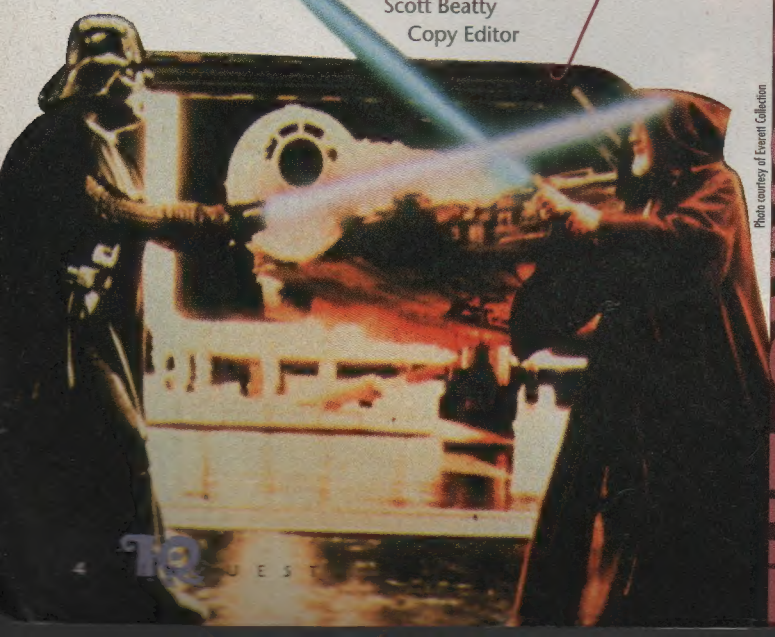

Photo courtesy of Everett Collection

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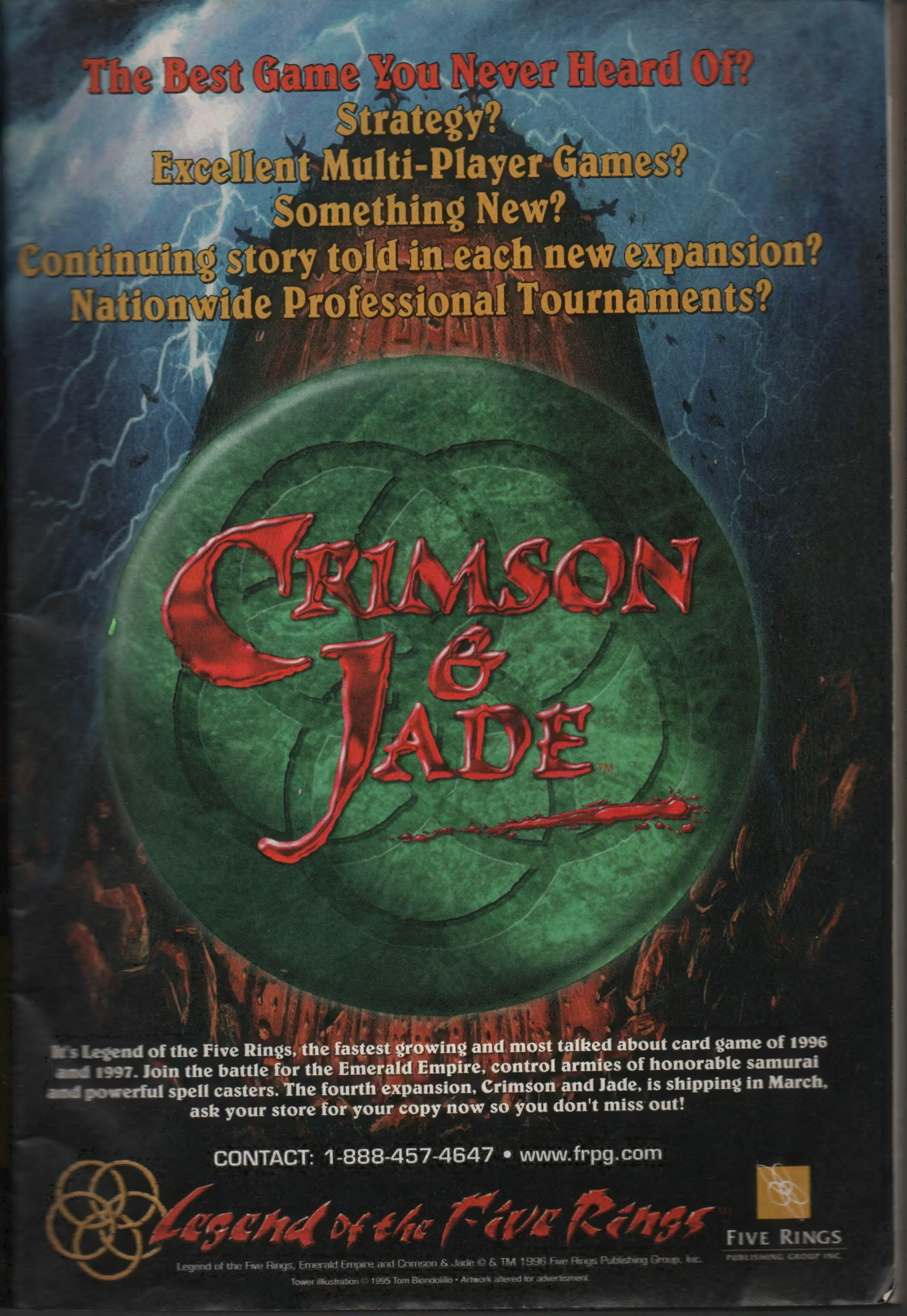
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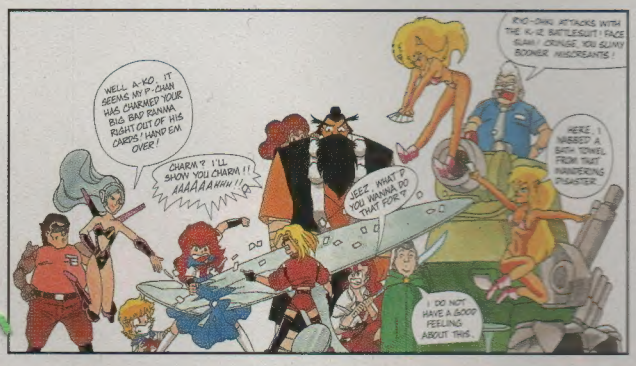
I'M TOO SEXY FOR MY BODY.
I HAVE THE C-KO CARD-HA!
EVERYBODY WANTS ME BECAUSE I'M SOOO CUTE! YAYY!
I HAVE THE C-KO CARD-HA!
HEY YOU LIP THERE! WHY ARE YOU PLAYING WITH YOURSELF?
WE'VE GOT TO GET INTO THAT HOT SPRINGS.
BECAUSE I CAN! BESIDES, IT'S THE ONLY WAY TO BE SURE I HAVE A WORTHY OPPONENT! HA! EEK! I LOVE BEATING MYSELF!


WELL, A-KO, IT SEEMS MY P-CHAN HAS CHARMED YOUR BIG BAD BANNA RIGHT OUT OF HIS CARDS! HAND 'EM OVER!
CHARM? I'LL SHOW YOU CHARM!! AAAAAAHH!!
JEEZ, WHAT D' YOU WANNA DO THAT FOR?
I DO NOT HAVE A GOOD FEELING ABOUT THIS.
HERE, I NABBED A BATH TOWEL FROM THAT WANDERING PHANTOM.
K'O-DING ATTACKS WITH THE K-UZ BATTLESUIT! FACE SLAM! CRINGE, YOU SLIMY BOONER NEGREANTS!

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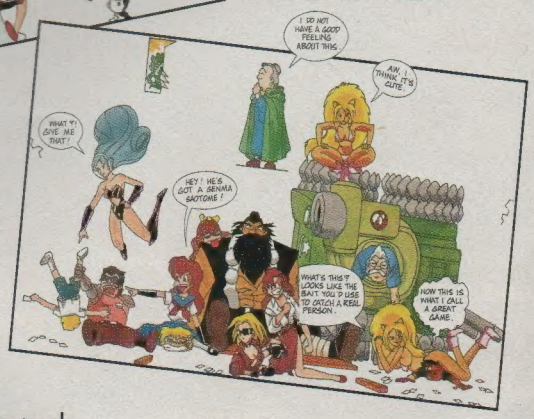
I DO NOT HAVE A GOOD FEELING ABOUT THIS.
AW, I THINK IT'S CUTE.
WHAT'S THIS? LOOKS LIKE THE BAIT YOU'D USE TO CATCH A REAL PERSON.
NOW THIS IS WHAT I CALL A GREAT GAME.

Ani-Mayhem. Sooner or later the chaos breaks through.

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InQuisition

Letters to the editors

The Devil, You Say?

A couple of this month's correspondents have Satan on the brain. "What's all this crap about *Magic* and devil worship?" asks Marc Van Kerschaver of Adegem, Belgium. "Will I go to hell for playing *Magic*?" wonders Corey Gordon of Mountain Home, Ark.

Look, once and for all, *Magic* is not the Horned One's hobby of choice; he's a confirmed rollerblader. Besides, you think anyone who hangs out in the Lake of Fire is gonna risk incinerating all those pricey Moxes? And, if Satan really wants to torment the youth of America, all he has to do is crank out another Bush video. Okay?

With that out of the way, let's hear what's on the minds of our men in uniform...

A Soldier's Tale, Part One

I recently became an *InQuest* reader, and I couldn't help but notice that you have a very extensive price guide in the back. I've played *Magic* since *The Dark* came out in '94. Back in my old high school, we didn't have price guides. In those days, you could take your lunch money to school and get Serra Angels for 75 cents each and dual lands for $4. Leviathans ran about $8 (because they were 10/10 stompers, we thought they were some kind of super cards). So what I want to know is where, who, when, how and why did price guides evolve?

PFC Ryan Wheeler, U.S.M.C.
MCBH Kaneohe Bay, HI

I suspect price guides have been around since stamp and coin collectors first got serious. But who dreamed 'em up? Beats me. Maybe someone can fill us in (hint, hint). By the way, do the Marines really use Goblin Artisans to clean latrines?

A Soldier's Tale, Part Two

Wonder why Wizards of the Coast brought us Netrunner? Because science fiction is more popular with women than fantasy, and most Americans are women (you do the math). I noticed that Netrunner and *Star Wars* have shown up in every top CCG list ["Card Stock," "Top 5 Hottest Cards"]. This is largely because women have no problem with these games; I doubt that females would enjoy a *Star Wars* tourney if the cards showed Leia wearing a vapid expression and a Sudsian bikini. Also, sci-fi games have no offensive religious portrayals, they're ripe for commercial tie-ins and the art—computer generated and photographic—is superior.

I am in the Army as a Strategic Systems Repairer with the Military Intelligence School. Even here, CCGs are popular. I entered a *Magic* tournament in Korea, but the rules were so conflicting, I switched to *Star Wars*. Face facts: with the new "Star Wars" movies on the way, sci-fi is the future.

SPC Isaac Green
Ft. Huachuca, AZ

Huh? Did you say something? I was thinking about Leia in a buckskin bikini, and I kinda drifted off.

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Swine Song

Rick Swine—uh, Swan—wants to know what we think of the mag. So here are my brilliant opinions and suggestions.

I love "Killer Decks." I look forward to the newest deck design every month. And it doesn't bother me that some of the cards are kinda hard to find. "Up Your Sleeve" is another welcome column. "Basic Training" is great as well; it's improved my game by 50 percent. Keep it up!

I absolutely love articles about tournaments. It's interesting to hear about the strategies and winning decks. How about a tournament column?

I also wish you'd publish more articles about roleplaying games. I love to see what the little figures look like. I love to learn how to paint them. I love to learn strategies. I love all the dice. Rick Swine—uh, Swan—mentioned this back in issue #1's "Swan Song." It ruled. Please do more. If you do decide to cover a few more RPGs, how about *AD&D*, *Vampire: The Masquerade* and *Werewolf: The Apocalypse*?

And keep up the humor. Man, I laugh my ass off at every issue. Great job!

Josh Loftin
Magee, MS

Thanks, faithful reeker. Uh, reader.

Saucy Aussie

In issue #19's "InQuisition," you ask, "Where do we have to go to get a serious letter? Australia?" Why do you Yanks think that Australia is the end of the Earth? Perhaps it's because it's the place most distant from you where English is spoken. You seem to regard the U.S.A. as the only civilized place in the world.

Terence O'Carroll
Cyberspace

Australians speak English?

Saucer Man Unmasked

How many of your readers know the identity of the little guy in the flying saucer on your "Shows, Cons & Tournaments" page? There's no mistaking that meek little face. That's the Burgie Man, who used to advertise Burgermeister Beer in the late '50s and early '60s. If you look closely, you can see what appears to be two cans of Burgie inside the saucer, one on either side of him.

The Burgie Man appeared in countless ani-

mated commercials produced by a studio called Playhouse Pictures (which still exists today). I always wondered what became of him after Burgermeister changed its ad campaign. Now I know. Is he happy working for you folks?

Tracy Kazaleh
Deland, FL

Seems to be. He sits on the fax machine all day, tanked on beer, screaming, "Die, Earthlings!"

Quote Vote

I'm concerned about the lack of good flavor text in the last few *Magic* expansions. I would really like to see a return to the printing of quotes from classic books and authors. For instance, instead of using a great quote from Edgar Allan Poe's "The Pit and the Pendulum" on the Pendulum card from *Mirage*, they used something cheesy about gravity.

Wizards of the Coast explained to me that they need their cheesy fantasy quotes to tie the *Magic* universe together. I understand that. But out of all the quotes they use, couldn't just one fourth—or even one eighth—be from classic literature? It would really add something. And anyway, why is it necessary to define the entire *Magic* universe? What's wrong with an aura of mystery?

Derek Lundy
Cyberspace

Y'know, even though I appreciate WotC's position, I kinda like the literary quotes too. Matter of fact, Mythos could've been a little more generous with the Lovecraft quotes. And XXXenophile would've been much better with some quotes from Penthouse.

Art Attack

I have a problem with *Mirage*: the art. Some of it's cool, like Kaervek's Purge, Delirium and even Hazerider Drake. But others are stupid. Take Horrible Hordes. It doesn't look horrible. It looks dumb. What's with the vases, rake, drawer and wheel axle running all over the place? Not to mention the lamp post, windmill and what looks like a cross between R2-D2 and a duck.

Is Vaporous Djinn a guy or a girl? What's with Drew Tucker and Dream Fighter? And how about the Teremko Griffin? In ROTC, I learned that mythological griffins were part eagle, part lion, not part leopard, part hawk. Them's my complaints.

Mitch Hays
Cabot, AR

I think most of the Mirage cards hit the mark, like, f'rinstance, Fetid Horror and Village Elder. But I tend to agree about the Not-So-Horrible Hordes and the Teremko, which maybe shoulda been called Andy Griffin.

Attention, Mr. Spielberg

I have some ideas for a *Magic: The Gathering* movie:

Michelle Pfeiffer as the Elvish Ranger
Arnold Swarzenegger as the Lord of Tresserhorn
Sylvester Stallone as the Brute
Mel Gibson as the Knight of Stromgald
Danny Devito as the Goblin King

Stijn Van Tongerloo
Ranst, Belgium

How about the cast of "Friends" as the Primordial Ooze? (For those of you with back issues, check out our "Casting Call" features way back in issues #2 and #3 for InQuest's take on the Magic movie.)

Magic: Yechh!

Me and my friends have been playing *Magic* since Revised was king and *Fallen Empires* was still hot. We have several complaints about the game.

1. The prices have jumped. It used to be, "Oh, I have a few extra bucks, I'll go by a pack." Now we're only buying a third as many cards as we used to. We're all on very limited budgets.

2. In the beginning, Wizards of the Coast didn't care how powerful the cards were, they made 'em anyway. So now it seems like anyone who has the money to buy the old cards or who has been in *Magic* since Alpha/Beta can beat the crap out of anyone who doesn't have the money or who wasn't in *Magic* early enough.

3. I hate to say this, but *Magic* just isn't as fun as it used to be. When we all were new to *Magic*, nobody really cared if they won or not. Now everyone wants to win at all costs. I've seen fights, cheating and all other sorts of bad things happen when somebody wants to win badly enough. Also, I can faintly remember when games lasted for hours on end. Now, players aren't satisfied unless they can win in fewer than five turns.

N. C.
Hutchinson, KS

You have three options: 1) Grin and bear it; 2) Look for a new hobby (monkey ranching is nice); 3) Read the next letter.

Magic: Yay!

When a new *Magic* expansion comes out, I buy cards sure and true. But after I have accumulated most of the commons and uncommons, I don't continue to buy the boosters and starter decks en masse. If I need a specific rare, I will support my local shop like a good little fanboy and buy the card as a single.

Concerning the pricing of single cards, well, the hard-to-find cards are of course more expensive. But the existence of rare (and expensive) cards doesn't mean that Wizards of the Coast is trying to alienate newer players. Beginners should have no trouble playing with the latest cards. And WotC seems to have no qualms about reprinting older cards for newbies or for older players who don't have large sums of money. Thus, for example, you can locate many hard-to-find cards in *Chronicles*. I am confident that WotC will continue to reprint hard-to-find cards.

However, if you end up playing with an egomaniac who has a $1000 deck, do the smart thing: play 'em for ante! Or better yet, play one duel and walk away.

D. Coish
Western Bay, Canada

Or pretend you're on the Bizarro World, where losing is better than winning. Or shut up and lose like a man (or whatever you are) like this guy...

PEN PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to InQuesMag@aol.com or mail it to us at: I.Q. Pen Pals, c/o InQuest, 151 Wells Ave., Congers, NY 10920. Make a Friend!

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I'm a Loser, Baby

I started playing *Magic* just last year. One day I decided to enter a tournament for $15. The guy I played had a black-and-blue deck with almost every card imaginable. By his fifth turn he already had a Sengir Vampire, a Serendib Djinn, a cloned Djinn and a Mox Sapphire. I took 74 damage on the second turn. Then he Mind Twisted me for all seven. I was dead in about seven minutes. I love *Magic*!

Dewey Potato
Chesapeake, VA

Welcome to the Potato. And so do all the little French fries in Quebec!

Road to Riches

I'm interested in getting into the business of collectible card games. I was wondering if you could tell me how.

Travis Hewett
Farmington, NM

There are two ways to proceed: 1) Send a stamped self-addressed envelope to the company of your choice, asking for their submission guidelines; 2) Follow the guidelines to the letter; 3) Send in your stuff; cross your fingers, pray.

Roleplaying: Satan's Jacuzzi?

I'm one of many of the letter writers in issue #[illegible] who is female. I've been playing *Magic* since [illegible]. I work in a comic/hobby/card shop, and I'm the *Magic* authority. We play [illegible] Tuesday.

[illegible] Saturday, we roleplay, using the Palladium system (it's basically the same as AD&D, but with fewer rules). Our gamemaster has a five-year timeline all planned out. The character I've been playing for the past two years has just had a child. The elf in the party is completely white except for his eyes, which are reptilian. We hardly ever fight, but when we do, it's against opponents far more powerful than we are, like demons, vampires and undead dragons. We just happen to be smart enough to stay out of harm's way.

Magic is fun. But it doesn't take as much imagination as roleplaying.

Linda Havner
Granville, WV

Demon-fighting albino elves? No wonder the rest of the world thinks we're nuts.

Dragon Dice: Satan's Lawn Darts?

When *Magic* experienced a power overflow (around the time of Fourth Edition), my friends and I turned to *Dragon Dice*. So far, it's delivered. It's turned out to be a game that's equal to, if not better than, *Magic*. As I see it, *Dragon Dice* has two distinct advantages over *Magic*. First, it doesn't require as much money to get a good set. And second, *Dragon Dice* emphasizes strategy more than *Magic*.

Daniel Kennon
Avondale, AZ

Plus, the dice make a cool sound when you bounce them off your little brother's skull. (Check out page 64 for "Live and Let Die," our introduction to collectible dice games.)

Annihilation a Go-Go

I've got the best combo in the history of *Magic*: Zuran Orb, Enduring Renewal, Living Plane, Concordant Crossroads and Fastbond.

With this combo, you can gain infinite life by sacrificing your lands to the Zuran Orb to get two life per land. Then, because the lands are creatures, they return to your hand. So just put 'em all down again for one damage per land beyond the first. Concordant Crossroads lets you use fast effects on the turn creatures come into play. So, if you're playing a direct damage deck, you've got an infinite point Fireball.

Combine all this with an Ivory Tower deck by sacrificing most or all of your lands to gain two life apiece. During your upkeep, you gain life from all the lands and other

Blast From the Past

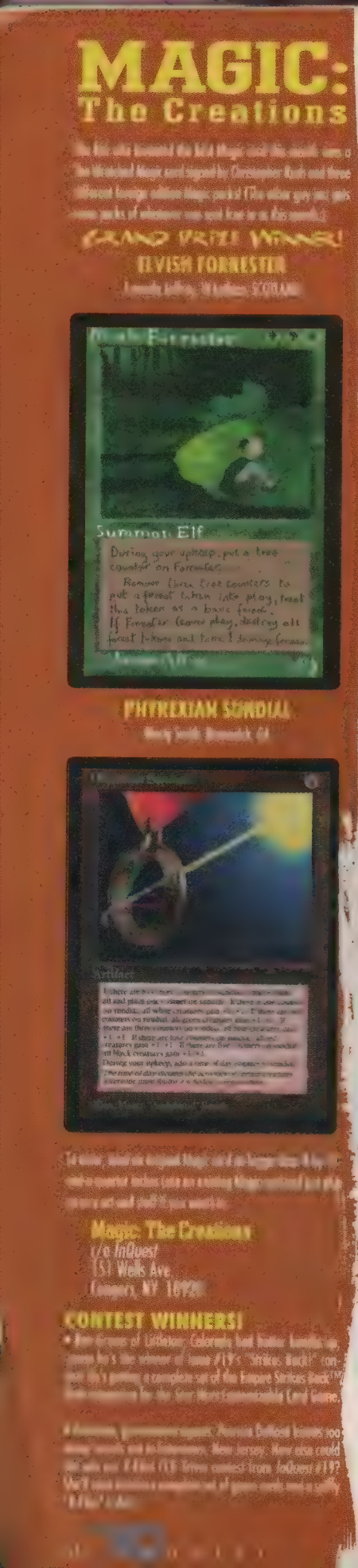
A look at Inphenite's favorite classic games...

WIZ-WAR

ORIGIN: [illegible] Games, 1987

TYPE: Fantasy board game by Tom Ath

CONCEPT: [illegible] wizards, [illegible] and treasure chests and a host of [illegible] among other [illegible] dragon gold mines from opponents' [illegible]. [illegible] your hand to [illegible] attack, [illegible] [illegible] [illegible]



cards in your hand. Then start the cycle again. Just for fun, throw in some Land Taxes, Argivian Archeologists, Skulls of Orm, Reconstructions and Recalls.

You can also cast anything by tapping your lands, sacrificing them and then putting them back down again. Repeat until you get as much mana as you need.

Sheamus Stenberg
Lisbon, ME

I'm gonna go out on a couple of limbs here. Limb number one: I bet there's a flaw in your plan. Limb number two: I bet somebody's gonna write in and tell us what it is.

Upset

You know something? It really chafes my willy to see how teachers treat *Magic* and the people who play it. I mean, where do they get off telling us to quit playing during our own free time? And then there's the familiar threat, "You better put those away before I take them away." All I have to say is, "Take my Lhurgoyfs away, and we're gonna rumble."

I have a special message for all the teachers reading this: At least we're using our minds. It could be worse. We could be frying our brains on video games.

If teachers thought of *Magic* as a game like chess and not as some satanic gambling fetish, things would be better.

Steven Merrifield
Louisville, KY

Somebody please get this man some chapstick for his willy.

The Son I Never Had

I just want to say that *InQuest* is the coolest CCG mag there is. Your writers don't take things too seriously. Your articles are interesting and funny. And they're full of info, especially the deck suggestions for various games. The freebies that come with the mag are also very cool. For me, they've sparked interest in a wide range of card games. The checklists and price guides are good additions to an overall great magazine.

Derek Baars
Sterling Hts., MI

Gimme a kiss, ya big lug!

InQuest-ions

A while back in issue #15, you said the white stuff that holds the magazine together is Hobbit snot. Hobbit snot?!? You can make dirty jokes and show pictures of scantily clad women (not that there's anything wrong with that) but you can't tell us what it is?

John McMahon
Dorchester, MA

Okay, it's glue. Made of Hobbit snot.

Does Steve Shamus, your price guide director, have a soul?

Andrew R. Hampe
Cyberspace

Yes, but he keeps it in a shoe box under his bed.

Rick Swan, I have a question for you. Are you any relation to "Swan Song" in "Trainspotting" by Irvine Welsh?

Lawrence Janiec
Esondido, CA

No, but I'm the second cousin of Clarence "Moody Boy" Swan, the legendary monkey rancher.

My parents think I need to start earning my own money, not just have an allowance. What should I do?

Peter French
Munsonville, NH

Have you considered monkey ranching?

Do you use recycled paper?

Ben Sullivan
Saxonburg, PA

No, just recycled jokes.

When the BattleMech's laser shoots through the *InQuest* logo on the cover of issue #20, the beam changes from purple to white. What's that logo made of, anyway?

Wendling
Cyberspace

Hobbit snot.

That's it for this ish, boys and girls. Now don't forget to dig out your crayons and write us some letters. Otherwise, we're gonna have to rip a few pages out of the phone book and run those instead. See ya next time!

Rick Swan

Send yer letters to **InQuestMag@aol.com** or:

INQUISITION
151 Wells Ave.
Congers, NY 10920

Include your full name, mailing address and phone number in all letters. Some letters may be edited for space.

Trust

A secret shared.
A promise kept.
A heart opened.

Trust is the shiny jewel glistening
brightly in the rock of friendship.
Then, like any rock, it can be a powerful tool.

A blunt object that can be hammered against your allies'
unsuspecting, trusting skulls, against a monolithic church
and warring noble houses, against all that stands between
you and ultimate power as leader of the universe.
Trust is indeed a shiny jewel.

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A military strate[illegible]

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news

White Wolf Cuts Staff

White Wolf has cut approximately a quarter of its staff.

Word of the Atlanta company's 15 firings coincided with substantial staff cuts at TSR and Mayfair (reported on page 15). For White Wolf, it was the second wave of layoffs in about a year (see "White Wolf Reduces Staff," "*InQuest* News," *InQuest* #11, and "White Wolf Layoffs," "*InQuest* News," *InQuest* #12).

The layoffs were also accompanied by signs that White Wolf's co-owners were split over their next new roleplaying game.

"We were aggressively pursuing several different businesses, and the marketplaces for some of those businesses have caused us the need to re-evaluate them," White Wolf President Steve Wieck said of the recent personnel cuts.

"While there has been some criticism of the timing, the thought process was that it gave people another week to spend the holiday season with friends and family," said White Wolf Director of Publicity Greg Fountain. "Their benefits package was extended to include that time period, so while it may have been perceived as being hard on people during the holidays, it really was to give them more time."

Hardest hit by the cut-backs were the company's fiction and card-game lines. "We've been strongly pushing into the fiction area, and unfortunately 1996 proved to be just about the worst year for the publishing industry in recent history," Wieck said.

The company will pare its fiction line to two releases per month beginning in May, Fountain said. "We'll still be producing our full line of 'World of Darkness' novels and our 'Borealis Legends' series: Fritz Leiber, Harlan Ellison and Michael Moorcock. There will also be a few of the more higher-profile projects, like upcoming books by Nancy Collins and Neil Gaiman."

White Wolf's collectible card games, *Rage* and *Arcadia*, both acclaimed for their originality and style of play, have also felt the economic pinch. "The card market has been very volatile since its beginning," Wieck said. "We fought on through that in '96, and now we have to evaluate whether we can afford to do that in 1997. While the outlook is not incredibly positive, I still don't want to completely rule out that we will do something more for *Rage* and/or *Arcadia*."

However, sales of White Wolf's "World of Darkness" roleplaying games (*Vampire*, *Wraith*, *Werewolf*, *Mage* and *Changeling*) remained strong over 1996. "I don't want the hobby market to take our adjustments as a sign that anything is wrong with the market itself," Wieck said. "Those adjustments really came out of our involvement in the general book industry, not in the hobby market, which continues to be very strong."

Fountain denied rumors that Mark Rein•Hagen, creator of the "World of Darkness" and co-owner of White Wolf with Stewart Wieck, plans to leave the company. But Rein•Hagen is trying to establish a nonprofit organization, the Null Foundation, to publish *Exile*, his science-fiction roleplaying game. Consequently, White Wolf has stepped up production on *Aeon*, a separate science-fiction RPG due in November 1997.

White Wolf's *Aeon* is set 150 years in a future when human "Factors" with psychic powers protect Earth from mutated "Aberrants." Andrew Bates, the developer, uses a modified, action-oriented form of the Storyteller rules found in other White Wolf RPGs.

The rest of White Wolf's RPG release schedule for '97 remains unchanged.

—Charlene Brusso

Photos courtesy of Wizards of the Coast Inc. Dragon™ & © TSR White Wolf logo™ & © White Wolf Games

Magic Pro Tour Anniversary

February 1997 marks the first anniversary of the *Magic: The Gathering* Pro Tour. The tour has changed a lot since its New York City debut. So has *Magic* itself.

"In the short time that we've had the Pro Tour, the general level of play has dramatically increased," said Scott Johns, who's had high finishes at three Pro Tours. "Everybody's putting so much more into the game that it seems like just the general level of deck technology has increased at least two or three times what it was a year ago."

Slots for the New York Pro Tour were awarded to whoever telephoned *Magic* publisher Wizards of the Coast first. The masters division, for players 18 and older, was booked solid the day registration opened.

But now the only way to play on the Pro Tour is to earn a high Duelists' Convocation International ranking or advance through a qualifying tournament.

"The qualifier system is very strong, and there are people all over the world now qualifying for the pro tournaments," said Mark Rosewater of WotC's research and development team.

Qualifying is so tough, and spots so coveted, that one father and his son flew to Alaska after failing to make the Seattle pro qualifier's finals. WotC recently announced a new qualifying circuit, the Grand Prix (see "News Bites").

The prizes have also come a long way. While the $60,000 total pot at the first Pro Tour seemed ample, every pro event in the first season had a bigger purse than its predecessor. Each 1996-97 Pro Tour will award $150,000 for the masters division alone, with additional payouts for the junior division and other contests.

Rosewater is also excited by the Pro Tour's global flavor. "It's not just an American thing," he said. "We've had an American, a Swede, an Australian, a German and a Canadian all win different tournaments. This really has become an international tournament system. We believe that with the upcoming year that we can expand all the stuff that we've learned from the first year and make it even better."

—Beth Moursund

L.A. Pro Tour Preview

The *Magic* Pro Tour is returning to sunny southern California, and it's bringing a new format and a new expansion set.

The Los Angeles Pro Tour will be held Feb. 28 to March 2 at the Hotel Queen Mary, site of the second Pro Tour. In keeping with the tradition of alternating various constructed-deck and sealed-deck or draft formats, this event will feature a Rochester draft format using *Mirage* and *Visions*.

The Rochester draft was originally designed for two players. One player shuffles a pool of cards, deals four face-up, and chooses one. The second player picks two cards, leaving the last to the dealer. The deal and first choice change and the process repeats until all the cards are gone.

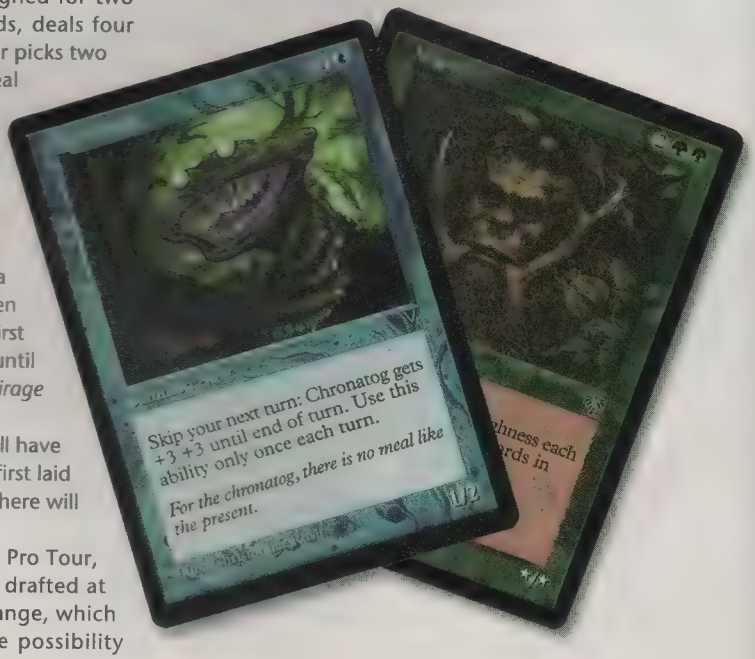
The L.A. Pro Tour will modify this format. After dividing players into groups of seven or eight, a judge will open a booster pack and place the cards face-up. Each player will pick one card and then, in reverse order, a second card. When all of the cards have been taken, more cards will be placed face-up, the first pick will rotate and the process will repeat until each player has had first choice from two *Mirage* packs and one *Visions* pack.

Everything will be strictly timed: People will have 20 seconds to look at the cards when they're first laid out and five seconds to pick. After the draft, there will be 15 minutes for deck-building.

Unlike the booster draft at last year's L.A. Pro Tour, this time players will only duel others who drafted at their table. Pro players seem to like that change, which allows defensive drafting and reduces the possibility that any one table's competitors will be handicapped by poor cards.

After three rounds, the players will be sorted into new groups based on their scores and another draft will be conducted. After another three rounds, the top 64 will advance to another six rounds the next day. The top eight will go to the playoffs the final day.

—Beth Moursund


Skip your next turn: Chronatog gets +3/+3 until end of turn. Use this ability only once each turn.
For the chronatog, there is no meal like the present.

Magic: The Gathering is a registered trademark of Wizards of the Coast Inc.

Heads Roll at TSR

TSR abruptly fired more than 20 workers, according to several former employees of the Wisconsin-based gaming company.

The fired staff, whose numbers included artists, designers and managers, were asked to sign a nondisclosure agreement forbidding them from revealing details of the shake-up, and officers at TSR refused repeated requests for comment or explanation.

However, Jon Leitheusser, a games purchaser for Diamond Distributors, said that TSR was experiencing financial difficulties as a result of its entry into the mass-market selling system, which allows distributors to return unsold items to the manufacturer.

"TSR got bit badly," Leitheusser said. "A large amount of games and books have been returned, but TSR was hoping it was going to be a huge boom.

"It happened to be [December] that everybody did their returns, and the companies were already financially stressed because of investments, and couldn't absorb that influx of return products."

Tom Stormonth, also of Diamond, said he thought the entire gaming industry was experiencing a downturn.

"Things got cool on a lot of non-Magic games somewhat quickly last year," he said.

Duane Maxwell had been a designer and editor in TSR's games department for about two years before he got the bad news on Dec. 20. However, he said he wasn't bitter.

"I bear no ill will towards TSR at all," he said. "It was a business decision and that's the end of that."

Competition for time and dollars from computers has made success difficult, said Alan Pollack, formerly a staff illustrator for TSR.

"People don't have the money to spend, and whatever they have they're spending on video games," he said. "[But] there's more computer videogame games going on over the internet."

Duane Maxwell, who remains employed at TSR, said he couldn't be interviewed or be given a photo of himself.

"There's quite a bit more work to go around now," he said, "but it seems to be going smoothly. There's useless management levels that are gone, and it's actually somewhat of a positive thing, because we do have more direct communication with upper management."

Firings weren't the only causes for personnel changes at TSR last year. Some left for their own reasons.

Jim Ward, a hall-of-fame game designer, resigned from TSR in November 1996 to go freelance. Like the workers released in December, Ward said he had positive feelings for the company. He is currently designing a computer fantasy/strategy game, and said he would try to write a *BattleTech* novel for TSR competitor FASA.

Earlier in '96, artist Fred Fields left the company, also on good terms. Because of TSR's restrictions on his work for other companies, Fields said, "there were too many cool projects out there that I was turning down." Fields painted the covers of *Quest* #10 and #21.

Gaming companies besides TSR, including White Wolf and Mayfair, recently fired workers as well (see "White Wolf Cuts Staff," page 13, and "News Bites," this page). However, Leitheusser was optimistic for the future of the industry.

"Things will bounce back," he said. "This year is going to be one of the better years for roleplaying and board games. These are definitely interesting times."

—Ethan J. Rasiel

NEWS BITES

Geez pal, you really oughta have that looked at.

• **Mayfair Games laid off** eight of its 20 **staffers** in December 1996. "We just realized that the industry was going down a little bit," said spokeswoman Faith Price, adding that sales of Mayfair's core product, board games, were fine. *Fantasy Adventures* has been held up by approvals, but the German-language *SimCity: Vienna* is due April. Other game-industry firings are covered on pages 13 and 15.

• Wizards of the Coast is **adding a new *Magic: The Gathering* tournament** circuit, the Grand Prix, which ranks it just below the Pro Tour. The first Grand Prix, which awards cash prizes and Pro Tour invitations, will be held March 28-30 in Amsterdam, Netherlands.

Hong Kong was host to three ***Magic*** tournaments Feb. 1 to 3. The Asian Pacific Championships are formatted like the world championships. The Hong Kong Open offers big prizes, including an automobile. There's also the *Duelist* Invitational, a sort of *Magic* All-Star game. Sixteen top players chosen by a committee will compete in round-robin action with a variety of deck types. The winner gets to design a *Magic* card.

• Iron Crown Enterprises' ***Middle-earth: Dark Minions* players guide** is due in February 1996. The 96-page softcover features black-and-white pictures and strategy tips for every card in the set ($10).

• William C. Dietz wrote ***Star Wars: Dark Forces—Soldier for the Empire***, the first of three Dark Horse Comics illustrated novels based on the *Dark Forces* computer game (February, 128 pages, $24.95). Dark Horse's other February releases include *A New Hope—The Special Edition* #2 ($2.95), *Tales of the Jedi—The Golden Age of the Sith* #5 ($2.95), *The Empire Strikes Back Special Edition* trade paperback ($9.95) and *X-Wing Rogue Squadron—The Warrior Princess* #4 ($2.95).

Del Rey is re-releasing the three ***Art of Star Wars*** trade paperbacks. Each runs 176 to 192 pages, features 16 pages of brand-new material and costs $18.95.

House of Collectibles' ***Official Price Guide to Star Wars Collectibles*** Fourth Edition will let you know how valuable your toys would be if you hadn't ruined 'em (288-page trade paperback, $19.95).

Music buffs can buy new RCA Victor collectors edition versions of the "Star Wars" trilogy's **John Williams soundtracks**. The albums have previously unreleased music.

THQ is re-releasing the Super Nintendo Entertainment System **cartridges** *Super Empire Strikes Back* and *Super Return of the Jedi* ($50 each).

Del Rey should publish *Star Wars: **The Essential Guide to Weapons and Technology***, by West End Games *Star Wars* RPG designer Bill Smith, this year. Look for *The Essential Guide to Planets* in 1998 and *The Essential Guide to Droids* in '99.

• Chaosium has delayed the release of the ***Mythos: The Dreamlands*** stand-alone set until Feb. 7. Heavy snows at the South Dakota packaging plants forced the change.

Chaosium, claiming overextension, announced that it won't produce a card game based on the ***DOOM*** computer shoot-'em-up.

Chaosium will ship one new ***Call of Cthulhu* roleplaying** product every month. Check out "Role Call" (page 68) for the skinny on February's release.

Chaosium's February **fiction** efforts are *The Xothic Legend Cycle: The Cthulhu Mythos Fiction of Lin Carter* and *The Hastur Cycle*. Both are $11 trade paperbacks; the latter is a second edition featuring new cover art and an added story.

• **Dragon*Con/Atlanta Comics Expo 1997** will be held June 26-29 at Atlanta's Inforum Convention Center and Hyatt Regency. Clive Barker, Nancy A. Collins, Larry Elmore, Greg and Tim Hildebrandt and four "Star Wars" actors will be among the guests. For more information, call (770) 623-6321, e-mail dragoncon@dragoncon.org or surf

Continued on page 16

NEWS BITES

Continued from page 15

http://www.dragoncon.org.

• Chameleon Eclectic's ***Beachhead to Berlin: Scenarios and Expansions for The Last Crusade*** is due in February. The 144-page, $12 book will have strategy tips, solitaire rules and other goodies for the *Last Crusade* CCG.

• The producers of "Jaws," including Steven Spielberg, are reuniting for **"Deep Impact."** The movie, based on astral-bodies-colliding science fiction like the movie "When Worlds Collide" and Arthur C. Clarke novel *The Hammer of God*, will begin filming April 21.

"Star Trek: First Contact" earned $30.7 million in its November 1996 debut, the strongest opening weekend of the eight "Trek" features.

The Associated Press reported several new movie box-office records in 1996. **"Independence Day," "Twister" and "Mission: Impossible"** were the year's top three domestic grossers. "Independence Day"'s $306.1 million is the sixth-highest domestic gross of all time. "Twister" and "Mission: Impossible" rank 12th and 28th.

• *Dragonseye* is the **new Pern adventure by Anne McCaffrey** (384 pages, $24). In this Del Rey hardcover, dragonriders race to protect their world from the next cycle of Threadfall.

Jack L. Chalker will wrap up "The Wonderland Gambit" trilogy in February when Del Rey publishes *The Hot-Wired Dodo* (352-page trade paperback, $12).

The Anne Rice Reader, a trade paperback edited by Katherine Ramsland, has never-before-seen Rice short stories and essays and other works concerning the best-selling horror writer (Ballantine, 384 pages, $12).

William Shatner's new space opera, "Quest for Tomorrow," starts in February with *Delta Search*. It's the story of Jim Endicott, would-be starship captain—whose DNA possesses a menacing secret. Look for HarperPrism's hardcover in February (256 pages, $22).

Paul Witcover's ***Waking Beauty*** depicts a disgraced family's quest to avenge its betrayal in a beguiling fantasy world. This first novel debuts February (HarperPrism hardcover, 432 pages, $24).

HarperPrism has two paperbacks due in February: ***Broken Blade***, the conclusion of Ann Marston's "Rune Blade" fantasy trilogy (336 pages, $5.50), and *Ruins*, a reprint of the Kevin J. Anderson **"X-Files"** novel (272 pages, $5.99).

Zod Wallop, by William Browning Spencer, is the tale of a writer whose children's story has unusual power. The White Wolf paperback costs $6 and is due in February. That month the company will publish ***Silicon Karma*** by science-fiction critic Thomas A. Easton (trade paperback, $12), the tale of a virtual afterlife going wrong.

Corum: The Coming of Chaos is the seventh volume of **Michael Moorcock's "Eternal Champion."** The White Wolf reprint hardcover ($22) comes out in February. White Wolf's other reprint that month, *Three in Time* (trade paperback, $15), contains novels by **Poul Anderson** and others.

Darkwerks: The Art of Brom is due in February. This FPG book has 128 pages, more than 150 color reproductions and a $25 price tag.

Star Wars: The Art of Drew Struzan has been pushed from February to June by FPG.

• **Ray Bradbury** is scripting a new movie adaptation of his classic *Fahrenheit 451*, according to Del Rey. Wire services reported that "Star Trek" actor LeVar Burton presented Bradbury with the Silver Award from the U.S. National Commission on Libraries in December.

More book notes from Del Rey: **Terry Brooks** will have a new series out this summer, and **R.A. Salvatore** is finishing up the first book in his new epic, *The Demon Awakens*.

• Interplay Productions is providing free copies of its new game, ***M.A.X.: Mechanized Assault & Exploration***, to Pentagon strategists. "We've seen 'Independence Day,' 'Mars Attacks' and 'The X-Files,'" M.A.X. producer and new American citizen Ali Atabek said. "If aliens are out there, then we should be ready to blow them away."

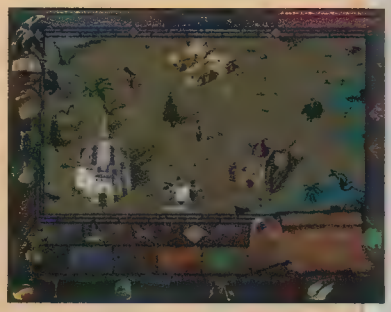
SPECIAL PREVIEW!

Magic: The Demo A Must-See!

The new demo for MicroProse's *Magic: The Gathering* CD-ROM is a vast improvement over its predecessor and a slick teaser for the long-delayed card-game adaptation (see "*Magic* The Prebeta Test," "*IQ* News," *InQuest* #17).

The demo pits the player against the computer in a traditional *Magic* duel. There's no deck-building or world-exploring "quest mode," as the final product is expected to offer.

The black zombie, blue merfolk, white weenie, green killer bees and red dragon libraries aren't exactly *InQuest* "Killer Decks" but work fine in the computer's "sealed" environment.



They use only Fourth Edition and "Astral Expansion" cards. Aswan Jaguars is one of the latter, created specifically for the computer game. When summoned for two green and one generic mana, it taps to destroy a target creature type.

The rules are fairly up-to-date, including the "play or draw" first-turn option. Yes, the computer makes bonehead plays: using enchantments poorly (it put two Evil Presences and a Blight on the same land), casting Tranquility when there were no enchantments in play, ignoring protection from black, failing to risk a creature's death in an attack unless victory is within reach. But overall the computer plays decently, and many of the bugs may well be fixed when the final product hits the shelves.

Surf, don't swim, to www.microprose.com and download this demo today!

—Rick Moscatello

MAGIC UPDATES

• **Clarification:** In the damage-dealing part of combat, determine which creatures have first strike. They deal and resolve damage first; then the survivors deal damage. Removing first strike from a creature during the first damage resolution doesn't let it deal damage a second time, and giving first strike to a creature during the first damage resolution doesn't prevent it from dealing damage with the rest of the normal creatures.

• **Clarification:** All your permanents recover from summoning sickness after your beginning-of-turn effects finish resolving. For example, if Wellspring gives you control of a Mishra's Factory at the beginning of your turn, you can turn it into an Assembly Worker and attack with it. This also means that if some of your creatures have summoning sickness when you skip a turn (for Time Vault or the Chronatog) they will still be sick during your opponent's next turn.

• **Clarification:** A negative life total counts as zero for all purposes except adding or subtracting life. If you use Mirror Universe or Psychic Transfer to switch life when a player has negative life, the other player will go to zero life, not negative. The negative life also counts as zero when determining whether Psychic Transfer will work or not.

—Beth Moursund

MDK: Gore Galore Splatters Shelves

Interplay Entertainment had a lot of success with last year's *Earthworm Jim*, a popular run for the whole family game. Its second game, ***MDK*** (PC; late February), is on the opposite side of the gaming spectrum, where *DOOM* and *Quake* reside. You play a scientist named using a variety of weapons to rid Earth of a swarm of bad guys. To make *MDK* stand out, Interplay cranked up the gore and added unprecedented levels of realism to the game. You can shoot individual body parts of your enemies. *MDK* offers other features—real, even bullets with [illegible]. So, what does MDK stand for? Shiny [illegible]. Duh.

Interplay is not the only company trying to get *Doom*-ed up by releasing PC 3-D... The real-time strategy genre is also getting a makeover. In a phrase: More options, better graphics. The game aims to offer improved AI, the Achilles' heel of most of the genre. Combat is less a matter of who can click the mouse the fastest, as individual units can get pre-set orders to withdraw from combat when wounded or to engage in skirmish "shoot and scoot" tactics without player input. Finally, *Dark Reign* has an impressive built-in scenario editor, which might just make it better than all its competitors.

The third installment of the "Realms of Arkania" series, ***Shadows Over Riva*** (PC; Sept.) is due at the very end of February. Sir-Tech Software hopes to capitalize on the tremendous (and unexpected) success of series predecessor *Star Trail* by adding "intense" graphics to this hard-core computer roleplaying game. *Shadows* has none of the save-the-world stuff that one often finds in these games: the player's humble mission is to save Riva, the home base for the entire series, from mysteriously falling apart and to find its steadily disappearing citizens.

Sir-Tech Software's *Shadows Over Riva* (top) & Micropose's *Master of Orion II*

Getting creamed in MicroProse's *Master of Orion II*? The best way to win, and rack up points, is with a huge galaxy and a customized race with creativity and unification attributes. The first attribute gives awesome research ability; the latter provides production capacity that just can't be matched. Also, you'll find that being aquatic isn't the setback one might think in a space-combat game: You don't get penalized for settling desert worlds, but you get a bonus on those oh-so-plentiful worlds with water on them.

Looking ahead, Sir-Tech is importing the hilariously funny ***Fable*** from the U.K. (PC: $39, March), and is on track to release ***Wizardry 8*** by December 1997. Activision has acquired the publishing rights to id Software's ***Official Quake Mission Packs*** #1 and #2 ($20 each), and hopes to get them out by March. ***Hexen II*** (Raven Software, PC) should be out during summer vacation. Electronic Arts has reached a distribution agreement with Anyriver Entertainment, which has several games in the works, including ***Flying Saucer***, an action-adventure game with a UFO flight sim. Look for it by August.

—Rick Moscatello

PLUGGED IN

Go to *Magic* School

If you're a newbie to *Magic: The Gathering* and hate reading that miniature booklet that comes with the starter deck, help is online. The *Magic* Quick Start Page at http://sarah.rsip.lsu.edu/magic.html is nicely organized for the new player. Best of all, *InQuest*'s own Beth Moursund contributed to the *Magic* FAQ! Can't beat that with a stick.

Mo' Better *Magic*

The Organized Comprehensive *Magic: The Gathering* Resource List (http://pugetsound.com/eagles/magic/index.html) is another Web site that makes it easier to be a *Magic* player. Sections breaking down elements of game-play and cards add valuable insight and information. The best part of this site is that it's updated regularly, growing dynamically to include more information about *Magic*, tournaments and rulings.

Subscribe to Tolkien

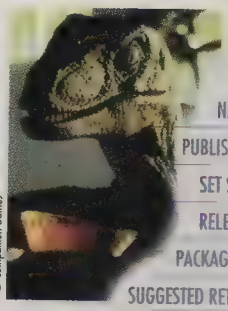
The J.R.R. Tolkien Page at http://www.csclub.uwaterloo.ca/u/relipper/tolkien/rootpage.html has an abundance of information for those whose imaginations has been sparked by the *Middle-earth* game from Iron Crown Enterprises. If you're into the father of all fantasy writers, send an e-mail to listproc@listproc.hcf.jhu.edu with the subject "Subscribe Tolkien yourname," where "yourname" is your e-mail address.

—Buddy Scalera

ON THE SHELVES

THE GUIDE TO UPCOMING GAME RELEASES

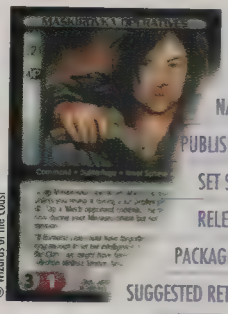
By Matt Forbeck



© Companion Games

NAME: **Adventures of Jurassic Jones**
PUBLISHER: Companion Games
SET SIZE: 25 cards
RELEASE: February 1997
PACKAGING: 25-card deck
SUGGESTED RETAIL: $4.95 per deck

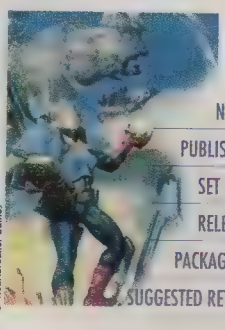
Here's the Deal: This game is a break from the norm for Companion (creators of *Galactic Empires*). Not only is it a non-collectible card game, but it's for kids ages five and up. It features cards with realistic, full-color illustrations of dinosaurs, along with their names, pronunciations and a bit of information. The game's namesake appears throughout the cards as a kind of dinosaur archaeologist who, coincidentally, studies dinosaurs.



© Wizards of the Coast

NAME: **BattleTech, Unlimited Edition**
PUBLISHER: Wizards of the Coast
SET SIZE: About 300 cards
RELEASE: February 1997
PACKAGING: 60-card starters; 15-card boosters
SUGGESTED RETAIL: $8.95 per starter; $2.95 per booster

Here's the Deal: It's just like the limited edition of the CCG based on FASA's popular *BattleTech* tactical, giant-robots boardgame, but different. The cards have a teal border (much cooler than just white) and the odd-shaped starter boxes are gone, replaced with a standard, *Magic*-style box. This means no room for a die, so that's gone, and the rulebook's been cut down to size. The smaller decks also mean that displays are coming with 12 decks now instead of 10. You still get to blow up your buddy's mechs, though, so enjoy!



© Heartbreaker Games

NAME: **Dark Eden**
PUBLISHER: Heartbreaker Games & Hobbies
SET SIZE: Over 260 cards
RELEASE: February 1997
PACKAGING: 60-card starters; 15-card boosters
SUGGESTED RETAIL: $8.99 per starter; $2.99 per booster

Here's the Deal: *Doomtrooper* fans have long been kept in the dark about the fate of Earth, but the veil has been drawn back to reveal a world in chaos. In *Dark Eden* (a whole new game set in the *Mutant Chronicles* universe), you play a warlord of the shattered planet, struggling to build an empire from the ruins so that you can crush your foes. The focus is more strategic than *Doomtrooper*, but still features lots of combat. Plus, booster displays convert into high-quality card boxes once you open all the packs.

© TSR

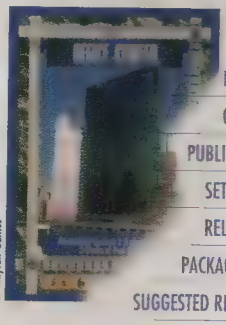
NAME: **Frostwings**
GAME: *Dragon Dice*
PUBLISHER: TSR
SET SIZE: 20 dice
RELEASE: February 1997
PACKAGING: 8-dice kicker packs
SUGGESTED RETAIL: $6.95

Here's the Deal: The latest *Dragon Dice* expansion introduces the Frostwings, creatures of blue and black magic. These brand-new creatures negate your opponent's magic by their very nature, throwing a whole new twist into the game. Each pack comes with a new rules sheet that explains how to add the Frostwings to your games. Just the right thing for those cold, winter nights.

© DC Comics. Fleer/SkyBox authorized user

NAME: **Justice League OverPower**
GAME: *DC OverPower*
PUBLISHER: Fleer/SkyBox
SET SIZE: 197 cards
RELEASE: February 1997
PACKAGING: 15-card boosters
SUGGESTED RETAIL: $2.75

Here's the Deal: While DC fans may have had their appetites whetted by *Batman and Superman OverPower*, they knew there was a whole lot more yet to come. Here it is in the form of the rest of the Justice League (everyone who didn't already show up in the first DC set). Get ready to put legendary heroes like Green Lantern, Wonder Woman, Aquaman and the Martian Manhunter in your deck. Plus, there are seven new mission cards in this set.



© Mayfair Games

NAME: **Vienna**
GAME: *Sim City*
PUBLISHER: Mayfair Games
SET SIZE: 120 fixed cards
RELEASE: Early 1997
PACKAGING: 120-card decks
SUGGESTED RETAIL: $15 per deck

Here's the Deal: The latest expansion set for *Sim City* introduces 120 new cards. You get the complete set in each double-deck, featuring recognizable places from the capital city of Austria and its beautiful baroque architecture. The cards are being printed in Austria and are only available in a German-language edition. A small percentage are coming to the States with translation sheets available.

HOTH
STAR WARS
CUSTOMIZABLE CARD GAME
COMING IN NOVEMBER

TOP 10 Cards

VISIONS

The most powerful cards from Magic's brand-new set

By Jeff Hannes and Mike Searle

Mirage's partner set, Visions, is what a sequel's all about—a new story that complements the old and gives you just as much bang for your buck as the original. With new flankers and phasers to make those abilities into viable strategies, powerful and balanced creatures like the Aku Djinn and Rainbow Efreet and wacky special-ability guys like the Ovinomancer and the Quirion Druid to spice up the playing environment, Visions is another solid set. Based on raw power, cost-effectiveness and versatility, here are InQuest's top 10 Visions cards.

1 Relentless Assault

Nothing like violating one of the fundamental rules of *Magic* to create a really, really powerful card. With Relentless Assault you get to attack...twice! What is this, *BattleTech*? We're talking all-out destruction if—heaven forbid!—your opponent's creatures are tapped out. Just remember, creature damage isn't cleared until the end of turn so, if there are troops to go through, some of your double-attackers might not make it back to homebase.

Relentless Assault
Untap all creatures that attacked this turn. You may declare an additional attack during your main phase this turn.
"Flog and Squee / Up the tree / See the army / Flee, flee, flee."
—Goblin nursery rhyme/war cry

2 Vampiric Tutor

Demonic Tutor it ain't, but take a careful look kids, 'cause this is about as good as it's gonna get. Like the three Tutors from *Mirage*, this black instant gets you the spell you need when you need it. However, the Vampiric Tutor has many advantages over its cousins. First off, you can get *any* card in your deck, not just an artifact or enchantment or something like that. Second, you don't have to show it your opponent. Yikes. The other Tutors were pretty good to begin with, but this card's awesome!

Vampiric Tutor
Instant
Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.
"I write upon clean white parchment with a sharp quill and the blood of my students, divining their secrets."
—Shauku, Endbringer
Illus. Gary Leach

3 Nekrataal

Holy card advantage, Batman! Let's start off with the basic fact that being able to get rid of an opponent's creatures is pretty useful. What black mage doesn't play with Terror or Dark Banishing? Now throw in a little sweetener—after you cast this "Terror-on-legs" you get a 2/1 first-striking creature! The Nekrataal's casting cost of two black and two generic mana is nothing compared to its versatility.

Nekrataal
Summon Nekrataal
First strike
When Nekrataal comes into play, bury target nonartifact, nonblack creature.
"I have seen the horrors Kaervek has freed. My betrayal is certain—but of Kaervek or of Jamuraa, I cannot say."
— Jolrael
Illus. Adrian Smith
2/1

4 Wand of Denial

Hey, it's Zur's Weirding on a stick! Except Wand of Denial holds one big advantage: it's selective, meaning it can't be used against you like the Weirding's "affects all players" ability can. Why's all this such a big deal? You get to peek at what your opponent's got coming (helps you plan your strategy, you know) and, for a measly two life, you can make him discard any card that's going to put a serious hurting on you. Not bad for a two-casting-cost artifact.

Wand of Denial
Artifact
: Look at the top card of target player's library. If that card is a nonland card, you may pay 2 life to put it into that player's graveyard.
You'll never miss what you never had.
Illus. Steve Luke

5 Coercion

Hymn to Tourach. Mind Warp. Stupor. There are so many discard spells that it's hard to keep track of them, but no one's going to overlook Coercion. Making your opponent discard at random is nasty, but choosing which card he loses is downright cruel. Coercion can tear apart your opponent's carefully laid plans, and as a bonus you get a peek at his hand. Talk about effective...Coercion does for three mana what the ol' *Ice Age* Mind Warp did in five.

Coercion
Sorcery
Look at target opponent's hand. Choose a card from that player's hand. That player discards that card.
A rhino's bargain
—Femeref expression meaning "a situation with no choices"

6 River Boa

Ladies and gentleman, the River Boa here is a marvelous little 2/1 creature. The perfect addition to any weenie deck. What's that? Not good enough? How about if we throw in the islandwalk ability...now how much would you pay? Don't answer yet! If you order now, you'll also get a nifty bonus—regeneration for only one green mana! All this can be yours for the low, low price of two mana. (Not available in all states. Offer void where prohibited.)

River Boa
Summon Snake
Islandwalk (If defending player controls an island, this creature is unblockable.)
: Regenerate
"But no one heard the snake's gentle hiss for peace over the elephant's trumpeting of war."
—Afari, Tales
Illus. Steve White
2/1

7 Desertion

Ah, the spell blue wizards have been dying for. No, not *just* another counterspell, but one that steals an artifact or creature at the same time as squelching it. Can you say momentum swing? Hold your mana and that Viashivan Dragon that that would have been a pain in your behind has now seen the light of day and switches over to your side. The only thing that keeps this spell from being one of the most powerful in the game is its high casting cost.

Counter target spell. If that spell is an artifact or summon spell, put that card into play under your control as though it were just played.
First the insult, then the injury.

8 Elven Cache

Unlike the Ancestral Recall and Sol Ring reprints (Inspiration and Sisay's Ring), the new Regrowth—Elven Cache—actually doesn't suck. Sure, it's nowhere near as good as the cheaper and 100-percent-equally-useful Regrowth but, in troubled times like these you take what you can get. Elven Cache may be twice as expensive, but when you can cast it, it does the same thing. With Regrowth clocking in at #7 on *InQuest*'s all-time list, how could we leave Elven Cache off of the top *Visions* list?

9 Creeping Mold

Wow, green cards are creeping all over this top 10. Perhaps the most versatile of *Visions* cards, the Mold can destroy artifacts, lands or enchantments. So not only is it another land-destruction spell for green, but it can get rid of those nasty hoser enchantments and dangerous artifacts to boot in tournament play. Can't say we're big fans of the card art though...how exactly are an equestrian event and mold connected?

10 Zhalfirin Crusader

The only white card to make the top 10, the Zhalfirin Crusader has a habit of staying alive. For every one white and one other you spend, you can keep redirecting one damage from the Crusader to a target creature or player. So not only is this guy tough to kill, but if you try to off the sucker, he ends up whomping on innocent creatures or players off to the side. Not to mention he's equipped with flanking. Yeesh.

Honorable Mention Teferi's Puzzle Box

This funky new artifact is just plain wacky. Every turn, every player gets a new hand. In tournaments people play to win, but when we play for fun, well, we play for fun. And what's more fun than getting to cycle through all of the cool cards in your deck? That's not to say you couldn't use the Puzzle Box in, say, a Type I Underworld Dreams tournament deck.

Worst Card Phyrexian Walker

Why? Let's see there are a bazillion creatures to choose from in *Magic* nowadays and we're gonna pick the Phyrexian Walker. Not even close. If you're thinking, "Neat, a zero-casting cost creature"—think again! For the bargain price of the same *nothing*, you can get *Alliances*' Shield Sphere, a 0/6 blocker. Or for a piddly one mana, you can get the same 0/3 creature in a Tinder Wall that blocks just as well, can deal damage if need be and provides two red mana in a pinch. But wait! The Walker can attack! Oooh, scary.

Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets –1/–1 until end of turn.)
: Redirect 1 damage from Zhalfirin Crusader to target creature or player.
"War is the crucible of leadership."
—Rashida Scalebane
2/2

Artifact
During each player's draw phase, that player counts the cards in his or her hand, puts those cards on the bottom of his or her library, and then draws that number of cards.
Illus. Kaja Foglio

Artifact Creature
"I have heard terrible tales of black rains, ashen fields, and metal that screams. I have consoled myself that the tales were a myth of some fevered mind. But today I saw a walker—and now I fear the truth."
—Kasib Ibn Naji, Letters
Illus. Bryan Talbot
0/3

Ranking the Colors

1. Black

For the second set in a row, black received a major boost. It can once again boast the best in-print Tutor (Vampiric now, instead of Demonic) and three more discard cards (Coercion, Funeral Charm and Urborg Mindsucker) have solidified black's hold on that category. The Necrosavant adds to a growing list of big black nasties that don't hurt their controller and, even with its drawback, the Aku Djinn is quite a beast. There is also great variety among the abilities the black cards provide, making black the clear winner in *Visions*.

2. Green

After hearing several complaints about green getting the shaft in expansion after expansion, Wizards of the Coast finally did something about it. Elven Cache and Creeping Mold will quickly become staples in any deck containing green, and global enchantments like City of Solitude and Rowan are [illegible] even got some choice creatures, including the awesome River Boa and the potentially potent Stam[illegible]

3. Blue

Desertion tops the list of blue's new key cards, but a host of new cheap fliers is actually blue's strongest aspect in *Visions*. The Rainbow Efreet, Watersprout Djinn and Breezekeeper should all share some good playing time. Versatile cards like Vanishing and card-drawing spells like Prosperity, Impulse and Three Wishes pick up for the slack brought on by many of the weaker cards in the set. (Inspiration—this is the replacement for Ancestral Recall?!)

4. Red

Without a doubt, red's strongest boost in *Visions* comes in the form of creatures and attacking. Relentless Assault is a wildly powerful card, and Viashino Sandstalker and Suq'Ata Lancer add to a growing list of killer creatures that are unaffected by summoning sickness. Unfortunately, red's strongest points—direct damage—is sorely lacking in this set. Fireblast is okay, but is it really any better than Kaervek's Torch or Volcanic Geyser?

5. White

Two words: Equipoise and Tithe. White may have received some good cards, but these sorry replacements for Balance and Land Tax make the white *Visions* cards as a whole look pretty lame. There are a couple of more potent flankers (Zhalfirin Crusader and Knight of Valor) but that's about it.

The Other Stuff

Well, there's certainly no shortage of good, playable artifacts! Only one of them costs more than four mana, and the chimeras make for a very interesting new theme. Cards like Anvil of Bogardan and Sands of Time should have an impact on the tournament scene. The gold cards are pretty good overall. Some are really awesome (like Viashivan Dragon and Firestorm Hellkite) and thankfully, none of them suck. The *Visions* lands aren't much better than the *Mirage* lands but at least there's Undiscovered Paradise, a card that will likely find its way into many multicolor decks.

Jeff Hannes and Mike Searle are seeing visions after 72 hours straight of playtesting.

LIMITED

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Available January 17, 1997

Highlight art by Dan Frazier
Dreamlands Map by Mark Ferrari
Sarkomand by Alan M. Clark
Zebra by Michael Kucharski
Howard Lovecraft by Lee Moyer

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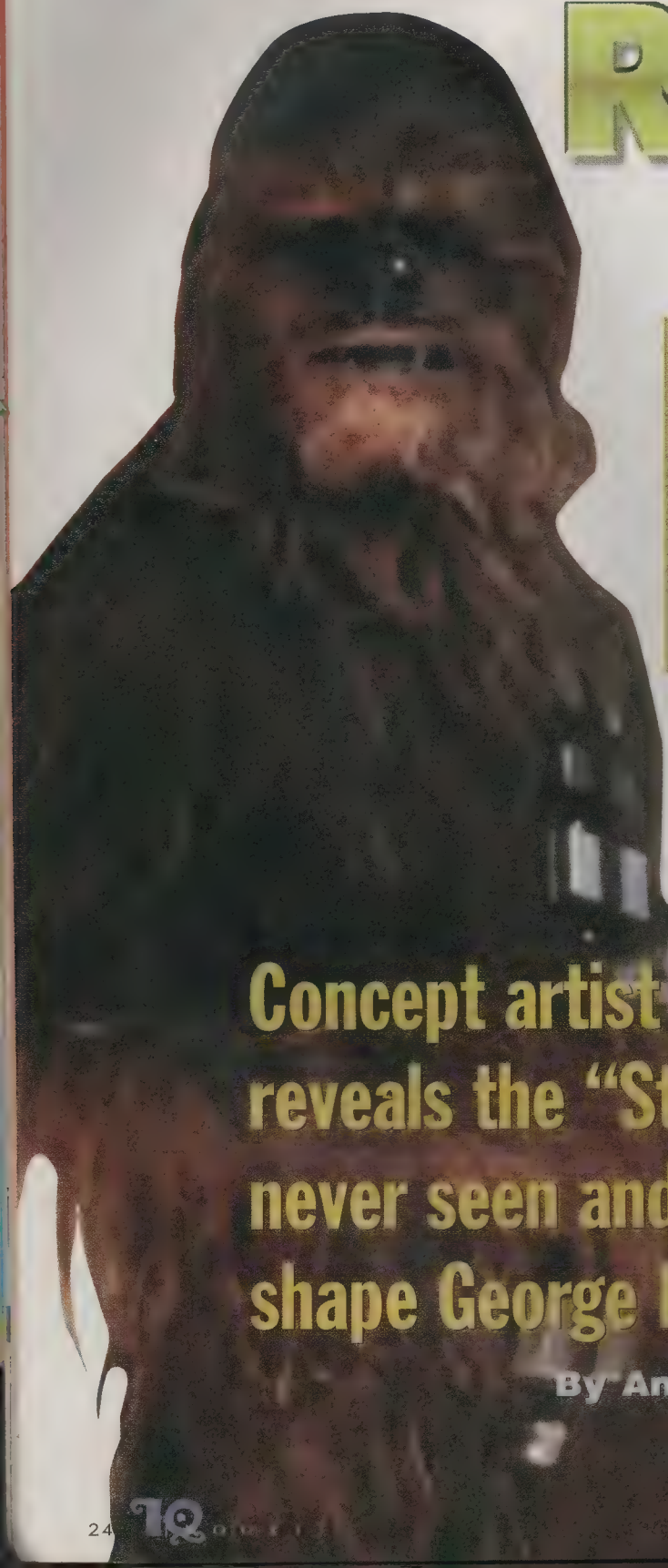
The InQuest Q&A: Ralph



Vital Stats

Name: Ralph McQuarrie

Birth: 1929 in Gary, Ind.

Occupation: Graphic artist

Base of operations: Berkeley, Calif., where he lives with Joan, his wife of 19 years.

Career highlights: Production illustrator and matte painter for "Star Wars," designing everything from Tatooine landscapes to Imperial Star Destroyers. Supplied graphics and billboards of the Apollo space missions for NASA and CBS News.

Concept artist Ralph McQuarrie reveals the "Star Wars" you've never seen and how he helped shape George Lucas' universe

By Anthony Duignan-Cabrera

McQuarrie

You may not know the man, but you sure know the movie.

"Star Wars" has shaped the imaginations of millions, and in the three or four months that artist Ralph McQuarrie worked with Lucas, the modest artist created visions that later grew to iconic proportions: Darth Vader's malevolent mask, Chewie's ape-like Wookiee appearance, Boba Fett's distinctive armor—the list goes on and on. It's no small wonder that McQuarrie has become inseparable from the greatest space-fantasy film franchise ever to hit the big screen.

Born in Gary, Indiana in 1929, and raised in a small Montana town during the Depression, McQuarrie grew up in an artistic environment. His father was a wood pattern maker for metal castings, while both his mother and his grandfather were painters.

"I liked to draw from an early age," the soft-spoken McQuarrie recalls. "At four, five or six, I was doing things you could call drawing."

But the faces and caricatures the young McQuarrie drew with the help of the circular stencils his father used in his trade were a far cry from the panoramic alien vistas and sinister, cold Imperial halls he would later cull from George Lucas' imaginative scripts.

"I had an interest in aeroplanes...building them...what makes them fly," McQuarrie says. "I thought I wanted to be an aircraft worker. That was my original intent, but I got more interested in drawing. I had a teacher that looked at my stuff and thought that I should take up art, so for my last year in high school I studied art."

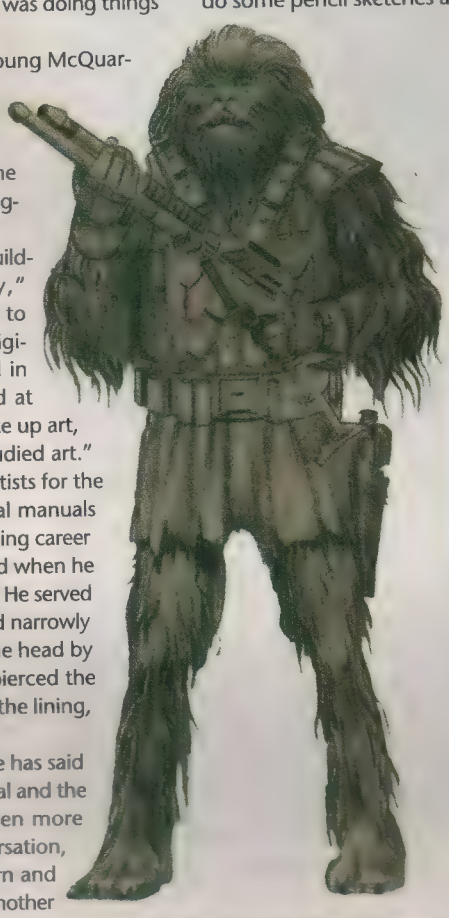
McQuarrie worked as one of 50 artists for the Boeing company, illustrating technical manuals and in-house brochures, until his fledgling career was briefly and profoundly interrupted when he was drafted to fight in the Korean War. He served as a rifleman and machine-gunner, and narrowly escaped death after being struck in the head by a bullet during a skirmish. The shot pierced the steel of his helmet, but got caught in the lining, which saved his life.

A quiet man by nature, McQuarrie has said the experiences of the war—his survival and the death of his comrades—left him even more reclusive and introspective. In conversation, McQuarrie seldom toots his own horn and views his work on "Star Wars" as just another job in a long line of jobs he has held.

INQUEST: ***How did you first get hooked up with George Lucas and "Star Wars"?***

MCQUARRIE: We met while I was still working on graphics and films for NASA and CBS. This was around 1972. When I met George Lucas he was working on "THX 1138" [Lucas' first film]. He came over with a few people and looked at my slides and talked about "Star Wars." He had not even had a title yet, but it was a galactic war that he was talking about. I thought it was very interesting and I didn't expect to hear from them. But a couple of years later—it was 1974 then—["Star Wars"] producer Gary Kurtz called me up and asked me if I would like to do some illustrations for them. I thought that would be a good idea.

So Gary Kurtz and George Lucas came by my place and we made an arrangement right that day that I would do five illustrations for a certain amount of money per week. George left me the script and said, "If you find something in there you like, do some pencil sketches and we'll come by in a week or two."



The Evolution of Chewbacca: LEFT: The Wookie we've learned to love from "Star Wars." ABOVE: McQuarrie's earliest sketches of Chewbacca.

Do you remember the first sketches you completed?
The first one I did was Threepio and Artoo walking across the desert; they had just escaped from a spaceship in a pod which parachuted to the planet. I think I did a picture of Darth Vader and Luke dueling in a tunnel with laser swords. The Jawa Sandcrawler stalled on the road. I also did an attack on the Death Star with what we call Y-Wing Fighters descending upon the Death Star, which was a big sphere.

Were you left on your own to create the images?
George would come by about every week or two and look at what I was doing, because neither he or myself thought at that time that this was going to be in the film. This was just a general set of images that looked like what we would like the film to look like so the people at 20th Century Fox would have a clear idea of what the concept was. Universal had turned "Star Wars" down and George felt, I think, that they just didn't get the scope of the images he had in mind. The script hadn't really been finished at the time; it was very broad and had to be condensed for the first film.

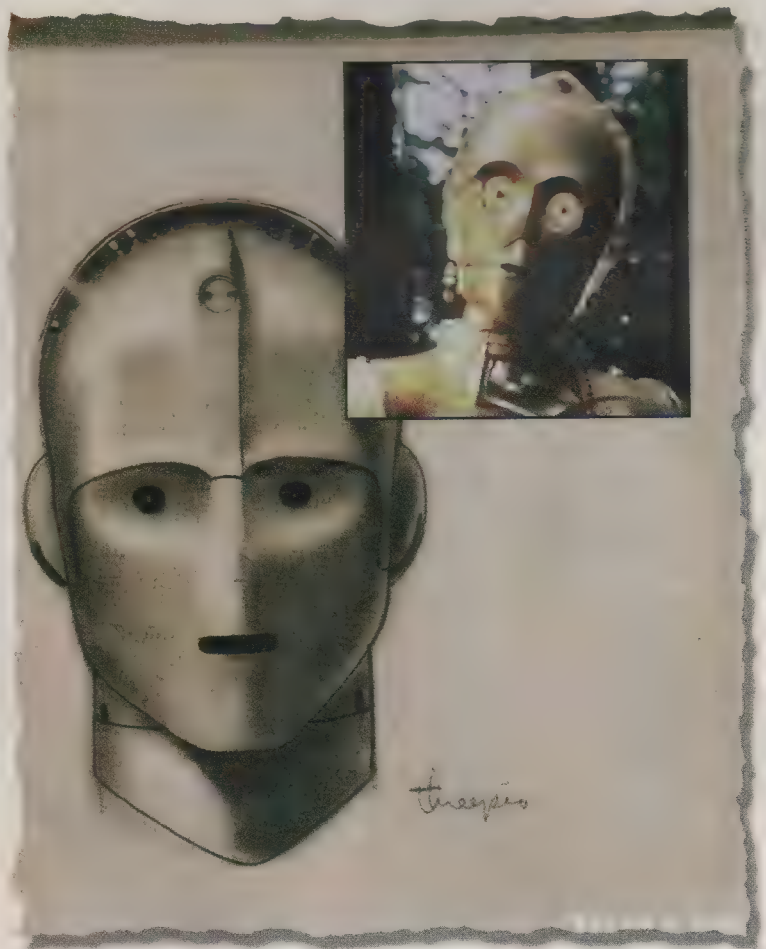
That's why George wanted to have illustrations when he went into Fox; he didn't want to lose all his chances with the studios. There weren't very many of them. I understand from people who attended the meetings that the illustrations had an impact.

Were you involved in designing the spaceships and other hardware for the film?
No, no. Spaceships were designed by Colin Cantwell [the man who built the initial spaceship models for George Lucas to bring to 20th Century Fox] and he did a series of plastic models which contained all the essential forms of the spacecraft. I worked mostly on costumes and sets. I would go over to [Cantwell's] place and take photos of the models and I would put the spaceships into the images. George wanted that battered, used look because he wanted to get away from the pristine, shiny spaceships that had always appeared in science fiction films. At one point, Colin made a model which was going to be the Millennium Falcon, but it turned out to be the Blockade Runner. George wanted a more racy looking ship [for the Falcon].

> "The sketch I did for the helmet of Boba Fett survived. That was supposed to be an Imperial officer's helmet for the snow planet [Hoth], but it turned into a costume for Boba Fett."

However, I felt that my hallway for the rebel Blockade Runner spacecraft sort of set the feeling for the interiors of the spacecraft. They used that sketch almost exactly to build a set for the scene when we see Darth Vader for the first time. I did interiors for the Death Star with those vertical bars of light and those cylindrical forms and curving hallways with rounded edges, all that stuff was used. It was very neutral gray, and I think that set the tone for the movie.

Were there any of your designs which didn't make it into the movie that you wished had?
I did some bounty hunters which didn't get into "Star Wars." The sketch I did for the helmet of Boba Fett survived. That was supposed to be an Imperial officer's helmet for the snow planet [Hoth], but it turned into a cos-



My, what big eyes you have. Or ended up having. Aside from those extra-large lamps, McQuarrie laid out the foundation for what was to be C-3PO.

tume for Boba Fett. I did some drawings of the robot bounty hunter [IG-88], but artist Joe Johnson did most of bounty hunter work [in "The Empire Strikes Back"].

But I didn't have any false hopes. I wasn't specifically trying to sell anything. I didn't have anything that I was madly in love with which didn't get into the film. Most of the stuff did make it into the films.

Of all the sets, planets and aliens you've drawn for "Star Wars," which renderings were your favorites?

I kind of liked the paintings I did for the Dagobah swamp. The ones with Luke and Artoo standing out in what I called the Petrified Trees. Unfortunately, not much of it got into the actual set. I loved the little mushrooms I drew. They were great, but they had a huge set; there was no way they could handle all the aspects of the design. I understood the problem.

How did Chewbacca's character come about? In your original sketches, he had a severe face, with sharp fangs and wild eyes.

George had a drawing that somebody had done back in the 1930s for a science fiction magazine which showed a tall, fur-covered, ape-like creature which had a row of breasts down each side of its chest. (laughs) So we took the breasts off and we put a weapon and bandoleer on him. Then the project was turned over to the man who created the ape figures for "2001: A Space Odyssey" and he made the head. [Chewbacca] ended up looking more ape-like than the version I drew.

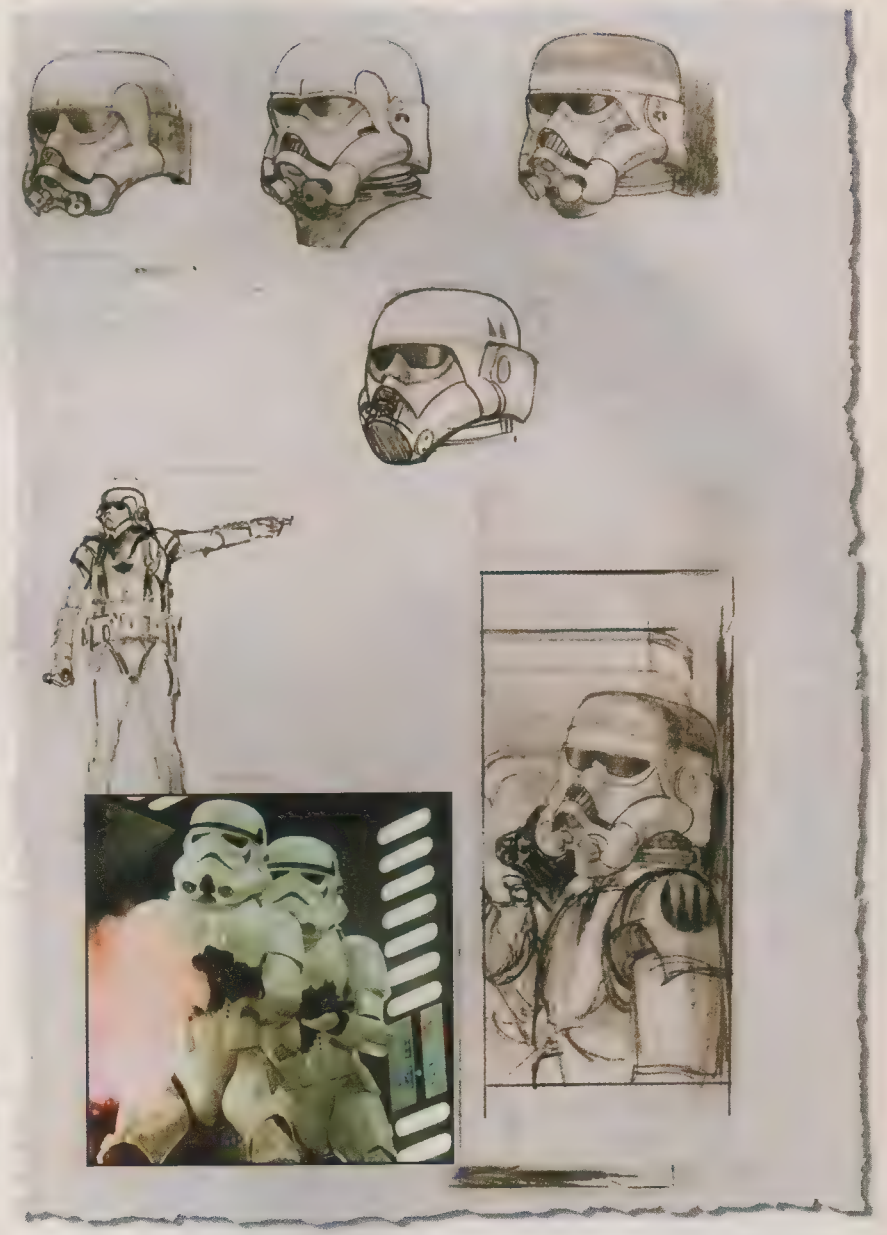
Of all the conceptual sketches you did for the "Star Wars" films, were any of them completely wrong for the films?

I was off in the wrong direction for Threepio. It was [artist] John Barry who fixed Threepio. I made him a bronze smooth everyman figure. I thought he should be very smooth and elegant; I didn't think about those nice big round eyes that so suited his stunned approach to everything—y'know, bewildered and frightened. The look that he finally had was right for him.

I realized what my position was. These films *are* George Lucas. He created everything in them. I just gave them form, and a lot of artists changed what I did. You make as many drawings as you can and George picks them up or he doesn't. I have control over what I have on my drawing table, but when it leaves there, it's over for me.

Up until "Star Wars," your previous work had been very hard-edged, drawing realistic airplanes and the Apollo space flights. Were you ever a science fiction fan?

Not really. I wasn't a science fiction buff, but I had read the work of Ray Bradbury who I enjoyed immensely; he was like a poet. I never got into science fiction, though. I looked at the covers of science fiction magazines, futurists stuff, and I liked the work of



On the drawing table there were many different incarnations of the Stormtrooper helmet. Note the frequent changes in the armor's chin.

Syd Mead [industrial designer who did preliminary drawings for "Blade Runner"] who was doing that stuff for years.

What were your impressions of the whole "Star Wars" phenomenon that followed its release?
It was amazing, wasn't it? I think it had genuine pacing as a film. In a good film, you're always wondering what's going to happen next and "Star Wars" was like that. It swept you along. It was a good story with good editing and wonderful music. Without that music, you would have a lot less. And visually, of course, it was stunning. At the film's beginning, when the big ship enters the screen and covers the stars, people are grabbed by that. It was for kids, but great for what it was.

I wasn't particularly surprised to be called back for a sequel because the response was huge. I would drive through Hollywood and glance up the street to Mann's Chinese Theater and there were these lines going around the corner during the afternoon for what seemed like months.

Following the initial success of "Star Wars," you went on to illustrate spacecraft for Steven Spielberg. How did that come about?
Steven looked at the stuff I had done for George and thought I could help him with advertising for his movie "Jaws." I went up this big black tower and I talked to the vice president of advertising who was in charge of promoting this "Jaws" picture. He looked at my stuff and said things like, "that Death Star sphere looks really spherical, that's really nice."(laughs) That didn't work out, but when Steven was completing "Close Encounters of the Third Kind," he called me.

They had already completed the shot which showed the lower part of the spacecraft. It was spherical with lights all over it and a big black box comes out and opens and the little aliens come out of this blast of light. At that time Steven was heading out to India to do some location work, so he had someone call me to come up with a design for the top half of the spaceship. Steven was driving by the refineries in the L.A. area and he thought that look would be good for the top part of the spaceship.

Steven was always nice to me. He also had me do the spaceship for "E.T." When he gave me his instructions for that he said, "Make it look like Dr. Seuss might have designed it." We did five or six designs and finally chose the spherical one, though some were bell-shaped or cones.

You also went on to work on "Battlestar Galactica." Did that cause you some problems with George Lucas?
There was no animosity between John Dykstra [special effects designer and creator of "Battlestar Galactica"] and Lucas as far as I understand. Joe Johnson and myself and Dykstra all worked on "Battlestar Galactica." We asked George. We told him essentially what the script was about; it was called "Wagon Trail in space." We weren't employed by Lucasfilm at that time, we were on our own between pictures, so he said, "Go ahead and work on it, but let me know what they're doing." (laughs)

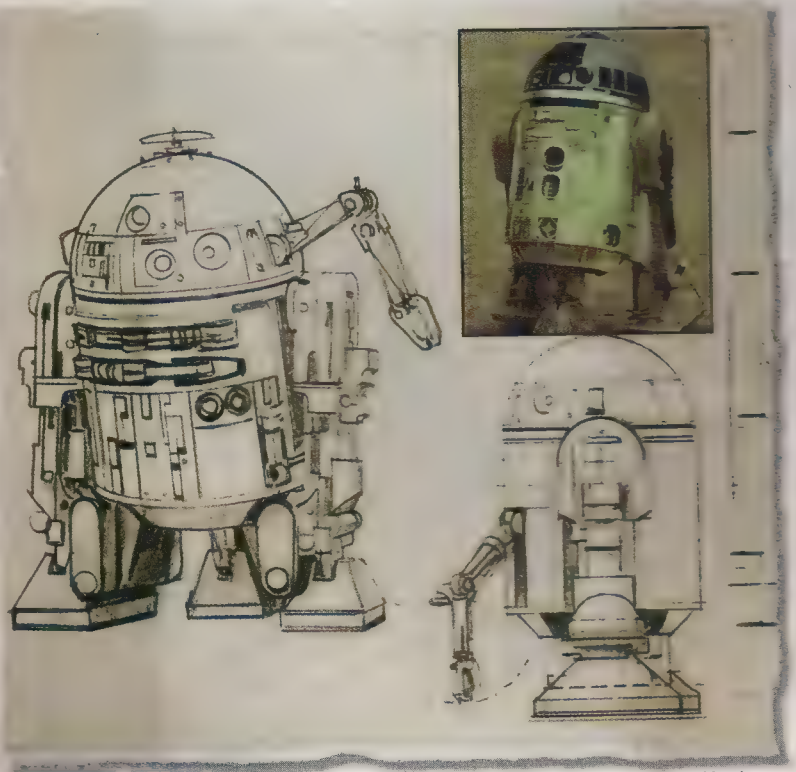
As we proceeded to do it, we had stormtroopers and an emperor, and we had spaceships, and it began to look more and more like "Star Wars." So George met with people at Universal and asked them not to release it as a feature film, which they did, but they released it as a feature film in Canada. So George started a lawsuit and we did a lot of depositions, but fortunately it didn't go to court.

Apart from "Battlestar Galactica," are there any other science fiction TV shows or movies you would like to work on?
I haven't been interested in "Babylon 5" or anything like that. I kind of like "Star Trek" for its style; it's not too elaborate. Kind of cheap looking (laughs), but it's homey, y'know, and familiar. With "Star Trek," the story is really the important thing; you don't really care too much about what the furniture looks like.

"Babylon 5" seems kind of silly to me. The spaceships are kind of nice, but the space scenes are kind of smoochy with purples and such and they don't look too realistic, which probably makes it nice for some people, all those gas nebulae and whatnot, but I like a basic black backdrop.

There's not one I would want to do specifically. Frankly I'm kind of burnt out on science fiction in a way.

What have you been working on lately?
I completed the covers and did black-and-white illustrations for two collections of Isaac Asimov's short stories and I did images for the "Back to the Future" film rides for Universal Studios.



He's cute and makes great digital fart noises...except the R2-D2 we know never had an arm like that.

Are you involved in George Lucas' current project, the restoration and re-vamping of the visual effects of the "Star Wars" trilogy?

No, they have a fabulous artist named Doug Chang. He's doing what I did and he's doing it as well as I could do, and better most of the time. He's amazingly energetic. Those guys are all computer artists and I don't do that. They're doing all these panoramic shots in Tattooine and Mos Eisley; they're putting creatures in. It's going to be fantastic. Besides, I'm old now. (laughs) I can't keep up. Rather than be second fiddle there, I decided to bow out.

Before "Star Wars" you worked more or less in quiet, successful obscurity. What is it like to be famous and to be a part of such a phenomena?

It doesn't make much difference to one's life unless you go to a science fiction or comic book convention and you're introduced as "Ralph McQuarrie," then you get the sense that people know about you. But it doesn't make any difference to your day-to-day life. It was just a job. I worked all my life as an artist and it was one project.

Well, one project that lasted almost 10 years. Do you consider it the best work you've ever done?

Oh yes, the stuff I did on "Star Wars" was my best. The image of Darth Vader in his TIE Fighter firing on the Millennium Falcon I think is a nice illustration.

I'm working on "Star Wars" stuff right now. (laughs) I'm working on box illustrations for the Galoob Toy Company's ["Star Wars" MicroMachine Playset]. I did an illustration of a scene from Hoth, the ice planet. Now I'm doing one on the rebel strongholds on the fourth moon of Yavin. After all these years I'm still working on "Star Wars"!

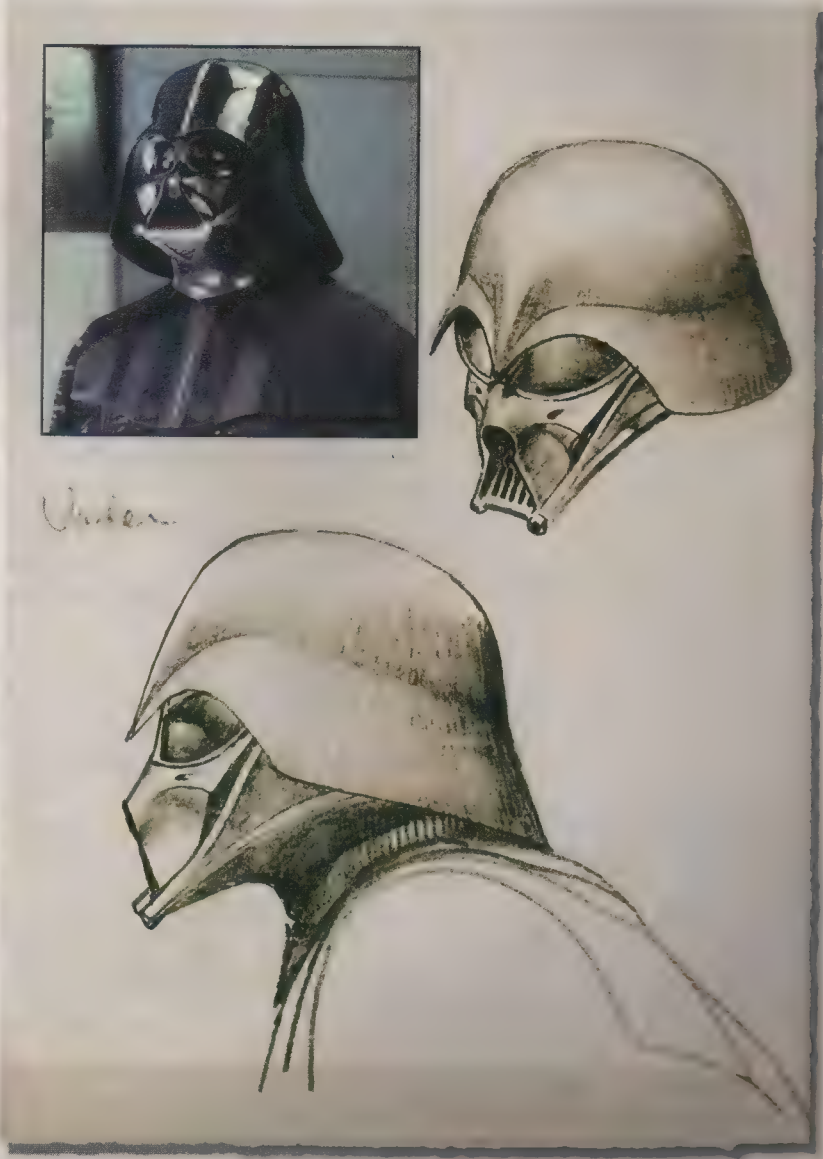
The author of this feature was so taken with Ralph McQuarrie that he changed his name and now goes by the alias Anthony Dvigan-Cabrera-McQuarrie II

Darth Vader: From Ninja to Robotic Tyrant

Ralph McQuarrie, the man behind the basic designs for "Star Wars", from characters to costumes to alien terrains, helped shape some of the most famous movie icons of all time. Among his most recognizable contributions were the changes to the Empire's number-one villain, Darth Vader.

"George Lucas said Darth Vader was kind of a dark lord, a mysterious figure. He wanted him to be kind of spooky, wearing a black silk costume, with maybe his face wrapped in black silk and possibly wearing a helmet like a samurai warrior's helmet. I said okay and made a few sketches.

"At the next meeting we had, I suggested that since Vader was one of the figures entering from one ship to another and he would be in a vacuum for a while, that he may need a breathing apparatus to survive. George agreed, so I created the goggles and the snout thing he breathes through [and] included the helmet."



George Lucas originally conceived of Darth Vader wearing a black silk costume and a samurai warrior's helmet. It was McQuarrie that suggested the snout-like breathing apparatus that became an infamous image in the mind of millions.

KILLER DECKS

THE BEST IN TOURNAMENT-LEVEL *MAGIC* DECKS

Fury of the Elements

By Alex Shvartsman

Unleash the fury of nature's two most powerful elements: fire and water. Though red and blue is not the most common of color combinations, playing this deck will show you that combining the destructive power of red and the treacherous control of blue makes for a fun and potent strategy.

This deck is designed for people who don't like to rush. Take your time building up mana with a little help from Thawing Glaciers while playing heavy permission. Eventually summon a huge, hard-to-kill monster and watch your opponent's life total rapidly disappear. As an alternative, you can do your opponent in by hitting him enough times with the Hammer of Bogardan.

This may sound nice in theory, but there is a minor annoyance—all the meanwhile, your opponent is trying to kill you. Of course, for a mage of your caliber that should be no problem at all. With an assortment of small, cheap direct-damage you can take out the weenie creatures as fast as they hit the table. Ran out of bolts? Just go ahead and pay to get the Hammer back into your hand and the fun continues. A bigger creature comes into play? Claim it for your own with Control Magic or Mind Harness. An enchantment accidentally sneaks past your counterspells? Blow it away with a Nevinyrral's Disk. Pillages give you additional control as the means to get rid of special lands like Kjeldoran Outpost or destroy a bothersome artifact.

The tricky part of this deck is to play patiently and use your damage and counter magic at the right time. For example, if you draw a Pyrokinesis in your opening hand, do not use it right away. Let the opponent cast two or three creatures, even if that may cost you a few life, then get rid of all of them in one shot.

"Fire and Ice" packs 10 direct-damage spells, which should be enough to slow down decks which rely on fast and cheap creatures to win. By the time you run out of firepower, you should be able to either summon a bigger creature to act as a blocker, return the Hammer from the graveyard or Control Magic the largest creature your opponent has.

"Aaagh! Down, boy! Down!"

Do not use direct damage spells on your opponent early in the game—they are there primarily to stop creature threats. In time, you will have enough mana to bring back the Hammer each turn and then you can start using it to deal damage whenever there are no creatures to worry about. If the Hammer gets counterspelled, no worries—after all, it will return and your opponent's card will not. Dissipate is the spell to watch out for, though—if your opponent uses those, be prepared to defend the Hammer with counter magic of your own.

While 12 counterspells is a lot of control, there are probably at least three times as many spells in your opponent's deck.

FIRE AND ICE

ARTIFACTS
2 Nevinyrral's Disks

BLUE CREATURES
2 Mahamoti Djinns
2 Mist Dragons

BLUE SPELLS
4 Arcane Denials
2 Control Magics
4 Counterspells
4 Forces of Will
1 Recall

RED CREATURES
3 Wildfire Emissaries

RED SPELLS
2 Hammers of Bogardan
3 Incinerates
1 Kaervek's Torch
4 Lightning Bolts
2 Pillages

LANDS
12 Islands
10 Mountains
2 Thawing Glaciers

SIDEBOARD

2 Disrupting Scepters
2 Energy Fluxes
1 Feldon's Cane
2 Mind Harnesses
2 Nevinyrral's Disks
1 Pillage
1 Pyrokinesis
2 Red Elemental Blasts
2 Tidal Waves

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"And one...and two...and stretch...and reach..."

Choose your targets carefully. For example, do not counterspell a creature you can easily bolt. Try to always leave one or two counterspells for really annoying things like Armageddon or Winter Orb—you need your mana and global effects such as those are the bane of this deck.

Your army of creatures is quite small so you should take good care of them. Do not cast one until you have enough mana to protect it with counterspells. Once the creature is in play, make sure to always leave enough mana untapped to stop a Fireball or Dark Banishing.

With so few creatures to work with in this deck, they have been chosen with great care. Let's examine the troops:

Wildfire Emissary is a 2/4 with protection from white. While its strength is relatively low, the ability to pump it up makes it a fearsome creature. Protection from white is helpful as Swords to Plowshares is the creature-removal spell of choice in many decks. The Emissary single-handedly shuts down most white-weenie decks and acts as a great blocker against many other creature decks.

Mahamoti Djinn is just big—one of the biggest monsters in the game. Few creatures your opponent is likely to play with can survive in combat against it. Though it has no special abilities, Mahamoti can finish the game very quickly once it has been summoned.

Finally, Mist Dragon's ability makes it virtually indestructible. You can simply phase it out whenever it's in danger or use its ability to instantly gain or lose flying to protect it from spells like Earthquake and Hurricane. This allows you to save up the counterspells to protect other, less versatile creatures.

Recall is a great spell in the late- to mid-game. It will allow you to swap some of the less useful cards in your hand for the much needed spells in your graveyard. To get what you need you can throw out some extra land or even a Hammer—it comes back anyway!

The sideboard lets you adjust even better to dealing with multiple deck types you might encounter out there. Pyrokinesis and Mind Harness take care of different types of creature decks. So does Tidal Wave—a really good, though underused spell. For only three mana it lets you drown anything as big as a Jungle Wurm.

Extra Nevinyrral's Disks will let you get rid of all non-land permanents on the table. They are your best weapon against enchantments—one type of spell blue and red aren't capable of dealing with. Energy Flux will hose down decks playing with too many Diamonds and Fellwar Stones as well as any other decks that use artifacts heavily. Disrupting Scepters do wonders against other reactionary decks—simply force them to drop all their counterspells before trying to cast anything yourself.

If you're a control freak with a slight trace of pyromaniac tendencies, you'll definitely want to give "Fire and Ice" a shot.

When not competing at Pro Tour events, Alex Shvartsman is pursuing a career in advanced Thallid farming.

THEME DECKS

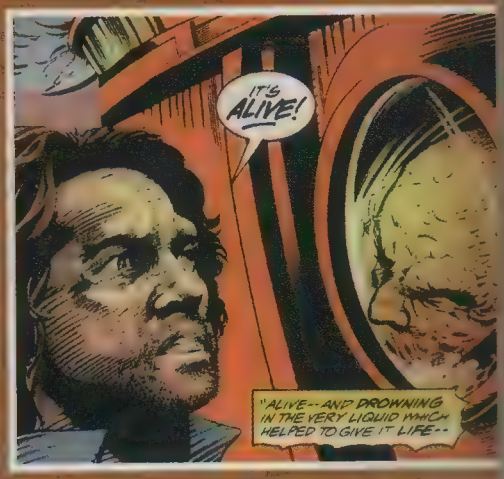
THE NON-KILLER DECK

THE GAME OF LIFE

Magic's main objective is to kill your opponent by bringing his life total down to zero. But what if your life total was so high that he just couldn't make a dent as it reached a hundred or more? It's not that far-fetched with all the life-gaining spells out there.

The color choices are fairly obvious: white and green, since all the best life-gaining spells are of those two benevolent colors. Besides, many other life spells fit into the color scheme nicely. Plug in the Fyndhorn Druids, Onulets and Zebras and you've got a bunch of life-giving creatures. Artifacts like Fountain of Youth, Soul Net and Elixir of Vitality combined with Living Artifact can keep your life total skyrocketing. Taste of Paradise and Mangara's Blessing are great additions because of the large amounts of life they provide for little cost. And Mangara's Blessing can be even more beneficial if you're forced to lose cards.

But any good deck needs some defense, and there are plenty of life-gaining defensive spells out there, like Reverse Damage for your opponent's big Fireballs or Exile for his big creatures. Spirit Link also can dampen the spirit of one of your opponent's big, white, flying, seemingly-unstoppable creatures by giving you life each time it does damage. Divine Offering can take out those nasty artifacts and give you the life, and Truce may help you make friends by giving each player life or more cards.



So how do you win? Save the Feldon's Cane to the end and hope you run the other mages out of cards, or hope that when they see your life approaching triple digits they'll give up.

—Mike Ruff, Organ Donor

ARTIFACTS
2 Fountains of Youth
1 Feldon's Cane
1 Elixir of Vitality
1 Soul Net

CREATURES
4 Fyndhorn Druids
4 Onulets
4 Zebra Unicorns

WHITE SPELLS
1 Alabaster Potion
2 Divine Offerings
4 Exiles
1 Healing Salve
4 Mangara's Blessings
4 Reverse Damages
4 Spirit Links
1 Truce

GOLD SPELLS
2 Vitalizing Cascades

GREEN SPELLS
1 Living Artifact
3 Streams of Life
2 Tastes of Paradise

LANDS
18 Plains
12 Forests

KILLER DECKS II

THE BEST IN TOURNAMENT-LEVEL DECKS

STAR WARS DARK SIDE

by Michael Mikaelian

"That is the system! The Rebels are there!" So why not crash the party? For the Dark Side, this deck is the perfect thing for doing just that. Once you've destroyed the Main Power Generators, Echo Base is yours for the taking.

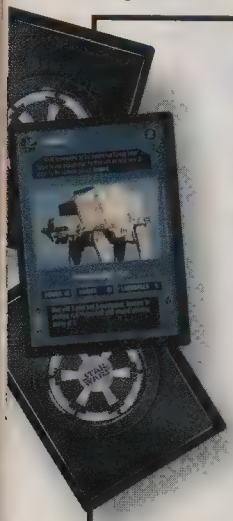
This deck revolves around one of the best *Hoth* cards— the AT-AT. These armored walkers are practically Star Destroyers on four legs...plus they're immune to attrition <4! The goal is to 'Blow Away' the Main Power Generators and control the Defense Perimeter for maximum Force drain. There's no guarantee that all your opponents will be playing Hoth decks, but if they do, it'll get very ugly very fast!

While the energy shield is operational, you can only deploy at the outermost marker site. This makes sending in reinforcements a bit problematic. When it's important that you be able to reach the battlefield, use Blizzard Scout 1 or the Void Spiders, which can deploy at the outermost marker site and have a high Landspeed. They also have the ability to 'react' to a battle or Force drain and permanent pilots.

Once you have a strong foothold under the shield, you'll want to begin adding to Force drain as soon as possible. The best place to do it is the Defense Perimeter. It provides 2 Force generation and 2 Force drain. Use Presence Of The Force and Vader's Lightsaber to enhance your Force generation and drain here. Best of all, this is as close as you have to get to Echo Base to destroy the Generator using the Electro-Rangefinder.

"Tanks with legs...whose crazy idea were these things anyway?"

As big and bad as AT-ATs are, they still have their Achilles' heels. Outside of battle, the Light Side can play Under Attack to destroy a Walker. Since they'll need a character with a Lightsaber and a Concussion Grenade for maximum potential, you'll have some warning. You can Trample the character when they move to the site, or as soon as the Light Side deploys both of those weapons on a character at the same site as one of your AT-ATs. (Of course, you can also attempt to cancel Under Attack with a Sense.) In battle, the best way to pro-



Assault on Hoth

LOCATIONS
2 Hoth: Defense Perimeter
1 Hoth: Ice Plains (Starting Location)
2 Hoth: North Ridge
1 Hoth: Wampa Cave
1 Kessel

VEHICLES
2 Bespin Motors Void Spider THX-1138
1 Blizzard 1
1 Blizzard 2
1 Blizzard Scout 1
3 Blizzard Walker

CHARACTERS
1 Admiral Motti
1 Captain Piett
1 Danz Borin
2 Darth Vader
1 DS-61-2
1 DS-61-3
1 DS-61-4
1 General Veers
2 Grand Moff Tarkin
1 Lieutenant Cabbel
1 Officer Evax

INTERRUPTS
3 Alter
1 Boring Conversation
2 Collapsing Corridor
1 Furry Fury
1 I Have You Now
1 Scruffy-Looking Nerf Herder
4 Sense
2 Sniper
2 Trample
1 Vader's Obsession

EFFECTS
2 Ice Storm
1 Image Of The Dark Lord
2 Presence Of The Force
2 Tentacle

WEAPONS & DEVICES
2 AT-AT Cannon
2 Electro-Rangefinder
1 Vader's Lightsaber

EPIC EVENTS
2 Target The Main Generator

SUBSTITUTIONS
For Darth Vader or Grand Moff Tarkin
— 1 The Empire's Back
For 2 Darth Vaders
— 1 Vader & 1 The Empire's Back
For Vader's Lightsaber
— 1 Dark Jedi Lightsaber

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"Evil will always triumph because good is dumb."

tect your AT-ATs is to have Vader and Tarkin battling together. Tarkin's game text allows you to cancel one destiny drawn during battle. If your opponent hits one of your walkers with a weapon, you can choose to cancel the weapon destiny. Of course, that will allow them to keep their battle destiny. Usually you'll only have to lose one card—like a pilot—instead of a fully-loaded walker.

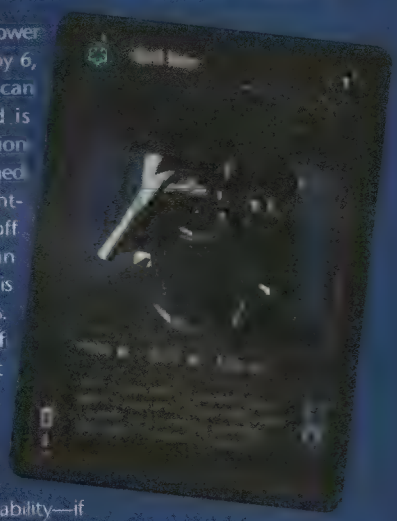
Ideally you'll want to have Darth Vader piloting Blizzard 1, armed with an AT-AT Cannon and an Electro-Rangefinder, when you're ready to play Target The Main Generator. This would make your total 8 plus the destiny draw, plus 1 for each Hoth site you control. Since the number to beat is 8, this is the easiest Epic Event to play. If you don't deploy Blizzard 1, using another AT-AT reduces the bonus to 7. You need the AT-AT Cannon, but you don't need the Rangefinder. The real key to using this Epic Event correctly is Vader—and his 6 Ability. Even though you can have any pilot try to target the generator, you're taking a bigger risk if you try it with any other character. If the attempt succeeds, the Light Side loses 8 Force and every card at the site.

The way you utilize Sense, Alter and Tentacle will vary depending on your opponent. If they play an Interrupt-heavy deck, you'll want to 'grab' Alter. This will allow you more freedom to attempt to cancel their Interrupts with Sense. Likewise, if they're playing an effect-heavy deck, you'll want to 'grab' Sense. The best use of Tentacle, however, is to insure that one of your crucial interrupts isn't Sensed.

A word of caution—there's a chance your opponent has some theme that just doesn't include Hoth. Common decks include all-space and Tatooine. If they use Undercover spies to block your Force drains, use Trample, Sniper and Ice Storm to eliminate them. If they try to battle you, you'll probably win. Most Light Side decks avoid space. Hold your Kessel back until either your opponent plays the Light Side version, or you're absolutely positive they have no space in their decks. If your opponent is playing a Tatooine deck, pay extra attention to the size of their hand and active Force pile if you decide to go to them. You don't want them unleashing an army on you if you can't compete with a pack of Jawas. When two land decks clash, it often doesn't matter what sites each side is playing. The best defense you'll have on Hoth against all these decks is Ice Storm. Most Light Side players will have little or no defense against this Mobile Effect if they aren't playing a Hoth deck themselves.

Michael Mikuelian placed 29th out of 38 at last year's Star Wars CCG World Championship. "Hey, someone had to come in 29th!"

TOP 10 STAR WARS DARK SIDE CARDS



1. Darth Vader: Power 6, Ability 6, Deploy 6, Forfeit 8. Vader can pilot, duel, and is immune to attrition <5. When combined with Vader's Lightsaber, Grand Moff Tarkin, Dr. Evazan and Disarmed, he is completely ruthless.

2. Grand Moff Tarkin: The best Imperial besides Vader, having Power 4 and Forfeit 6. Tarkin has one outstanding ability—if battling with Vader, he may cancel one destiny draw immediately after it is revealed. This makes a *huge* difference.

3. Limited Resources: If your opponent has two or fewer cards in his hand, he loses 2 Force. If you play it on your turn, he loses 4 Force—and it's not even restricted. Ouch!

4. Death Star: As a mobile system, the Death Star can move to any parsec and blow it up! It provides 3 Force, is immune [illegible] drawback—if you use it as your starting location, the Light Side goes first.

5. Lateral Damage: The Dark Side already has the advantage in space. This card widens the gap in the Dark Side's favor. The targeted ship has a power of 0 until it can move to the system where the Effect is played and draw destiny >2.

6. Presence Of The Force: Already a good card, R-3PO has made this card even better. If you used to use spies to deploy without presence or icons, try this instead. Since it adds a Force icon on both sides of the location, it can be used to add to drain or to allow deployment.

7. Bespin Motors Void Spider THX-1138: This shuttle vehicle comes complete with a pilot, seating for three, and either a landspeed of 3 or it can shuttle up to three characters for free. As if that wasn't enough, it can move as a 'react.'

8. Reegesk: "The rat" can take one weapon, device droid or vehicle from your opponent's lost pile. All you have to do is lose 1 Force. Harmless, right? Look Sir, Droids adds a new dimension to Reegesk's game text. "Look Sir, R2-D2's working for the Empire!"

9. M'iiyoom Onith: Spend X Force to look at your opponent's hand and 'eviscerate' all the unique male characters sending them to the lost pile. The only tough part is that X = the number of cards in their hand, but if you knock off even one character, it's worth it.

10. The Circle Is Now Complete: Use 1 Force to permanently remove Obi-Wan from the remainder of the game if Vader and Obi-Wan are at the same site. There [illegible] precautions the Light Side can take, but [illegible] take it apart. The best pa[illegible]

Stumpers

By Beth Moursund

Frequently asked questions on *Magic: The Gathering*

Q: If I have a Sandbar Crocodile and play Cloak of Invisibility on it, does he always phase out or does he just phase really bad?

—Jay Burley, Santa Ana, CA

A: He phases the same with or without the Cloak.

Q: If I have two Barbed Foliage in play, what will happen to a Mtenda Herder when he attacks me?

—Stephan Sigg, Marl, Germany

A: He takes 2 damage and dies as soon as he attacks.

What happens when you have two Purgatories in play and something dies?

Q: What happens when you have two Purgatories out and something dies?

—Daryl Gilson, New Paltz, NY

A: You choose which Purgatory your creature goes under.

Q: If I have a Rock Hydra in my graveyard and I cast Dance of the Dead on him, is he 0/0, 1/1, or X+1/X+1?

—Ryan Solinsky, Phillips, WI

A: X equals zero when you're not casting the spell, so he'll be 1/1. You can buy more heads during your next upkeep to make him bigger.

Q: I have a Bartel Runeaxe (a Summon Legend) on the table and a Clone in my hand. If I bring the Clone in and make him a Bartel Runeaxe, would this destroy the first Bartel Runeaxe or not?

—Joost De Backer, Belgium

A: If you Clone a Legend, you bury the Clone.

Q: My opponent has a Rukh Egg in play. He Lightning Bolts it on his turn. I respond by Ray of Commanding the Egg. Who gets the 4/4 Rukh at the end of the turn?

—Justin Ramond, Van Nuys, CA

A: You do, since you'll control the Egg when it goes to the graveyard. Nice play!

Q: I have a Storm Cauldron and a Zuran Orb out. I tap four lands to cast Armageddon. Could I sac the lands to the Zuran Orb and have the land still go to my hand because of the Storm Cauldron?

—Jon Hendrix, Oshkosh, WI

A: The lands go to your hand as soon as you tap them, before you can use any fast effects. You don't have a chance to use the Zuran Orb.

Q: I have a land with Caribou Range played on it. Does the enchanted land still produce mana when tapped to put a caribou token into play?

—Cory Pettiford, Belgium

A: No. You have to say whether you're tapping it for mana or for caribou.

If you place an Ivory Gargoyle under a Gustha's Scepter, is it considered out of play?

Q: If I put an Ivory Gargoyle under a Gustha's Scepter, is the Gargoyle considered "in play"?

—Mark Zachmeyer, Mt. Pleasant, IA

A: No.

Q: I have an Enduring Renewal and an Ivory Gargoyle in play. If my opponent Lightning Bolts my Gargoyle, does it return to my hand or do I put it back into play and skip my next draw phase?

—Matt Malenczak, Bohemia, NY

A: It returns to your hand, since the Enduring Renewal effect happens immediately while the Gargoyle effect looks for it in the graveyard at the end of the turn. But you still skip your next draw phase.

Q: If my opponent attacks with his Ivory Gargoyle and I block with my Seraph, does the Gargoyle come back into play under his control or mine?

—Nathan Plant, Rensselaer, IN

A: Since it's his turn, his effect resolves first and he gets the Gargoyle. But if you attack with your Seraph and he blocks with the Gargoyle, then your effect will resolve first, and you'll get it.

Stumper of the Month

Q: I have a Skulking Ghost in play. My opponent casts a Funeral March on it, but I cast Deflection and make his spell target his Merfolk Raiders. What happens to my Skulking Ghost? Is it ever even targeted by the Funeral March?

—Bob Ziuchkovski, Colorado Springs, CO

A: Ya gotta love them Ghosts. The Skulking Ghost is buried as soon as a spell targeting it is legally announced, before it's even legal to interrupt the spell. So your Ghost goes wisping away into the graveyard before you cast the Deflection. If you hadn't Deflected it, the Funeral March would fizzle. This also means that, for example, if you Flare a Ghost, you don't get to draw another card since the Flare fizzles.

This month's winner walks off with three different foreign edition *Magic* packs and a pack of *Legends*!

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Q: If you put out a Celestial Dawn and then your opponent casts Conversion, what do the lands turn into?

—Peter Sistrom, Charlottesville, VA

A: All your lands become mountains producing white mana.

Q: If I have Celestial Dawn in play, and then I play Naked Singularity, do all my lands produce white mana or red mana?

—Jesse Doan, Memphis, TN

A: Not only all your lands, but also all your opponent's basic lands, produce white mana. Celestial Dawn changes all the mana symbols on Naked Singularity to white mana symbols.

Q: Does Celestial Dawn enable me to throw out a Jinxed Spirit Guide for white mana?

—Ben Harnett, Roseboom, NY

A: Yes.

Q: I have a real good combo for you. You take a Shimmering Totem, put an Animate Artifact and a Regeneration on it, and you can use the Totem over and over.

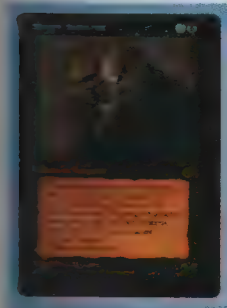
—Marshall Meissner, Sturgeon Bay, WI

A: Well, it would be good…if it worked, but it doesn't. You can't regenerate from "bury" or "sacrifice."

Q: My opponent has a Shimmer in play. I play Morning in the Weeds. Do I get cat tokens for my phased out forests?

—Aaron Abramovitz, Overland Park, KS

A: No. Cards that are phased out are ignored by all spells and effects.



When a Sengir Autocrat phases in, does it give you more serfs?

Q: When I bring a Sengir Autocrat into play, I get three serf tokens. If I play a Teferi's Curse on the Autocrat, do new serf tokens come into play when the Autocrat phases in?

—Eoin Hughes, Dublin, Ireland

A: No. When something phases out, all "when I play" effects trigger, but "comes into play" effects don't trigger when it phases back in.

Q: My opponent has a phasing creature that requires him to discard a card from his hand. But he doesn't have any cards in his hand. What happens to the creature?

—Noble Diven, Moore, OK

A: If it's Teferi's Imp you're talking about, then nothing happens to it—it's already phased out. And he still gets to draw a card when it phases back in.

Q: Me and my opponent both have Ali from Cairo in play. He casts Illicit Auction on my Serra Angel; what happens? Does the game end in a draw since we can both bid unlimited life?

—Jason Sampson, Moncton, New Brunswick, Canada

A: Ali doesn't protect you from life loss—only from damage. You can bid as much as you want, but if whoever wins the bid goes below 1 life and he can't gain it back quick, he loses the game.

Final Fortune and Time Vault!? How confusing can you get?

Q: I have a Time Vault in play with no time counters on it. I cast Final Fortune, then I sacrifice my extra turn to my Time Vault, and then I tap the Time Vault to take an extra turn without dying at the end of the turn. Does this work?

—Dan Connell, Northglenn, CO

A: Yep.

Q: If I have a Time Vault and a Time Elemental in play, tap the Time Vault for the extra turn and cast a Titania's Song, do I still get the extra turn? If so, since the Time Vault no longer has any special abilities it will untap during the next turn. I then use the Time Elemental to return Titania's Song to my hand, the Time Vault will regain its lost abilities and I can therefore tap it to gain an extra turn and do it all over again. Right?

—Ian Zimmermann, Somerville, NJ

A: Yes to the first part, but no to the rest. Time Vault has errata, making it use counters. If you untap it in any way except skipping a turn, you don't put a counter on it, and you only gain a turn if you tap it and remove a counter.

"Stalking" Beth Moursund disappears the moment she's targeted by a Nerf gun.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at InQuestMag@aol.com or write to:

STUMPERS %
InQuest
151 Wells Ave.
Congers, NY 10920

Include your full name, mailing address and phone number.

SPOTLIGHT

THE X FILES

X Stumpers

Q: I got Fox Mulder and Dana Scully in my starter deck. I heard they were going to be ultra-rare. Was this a god deck, or what?

A: You got the common versions. Mulder and Scully come in both common and ultra-rare versions. The ultra-rare ones only come in booster packs.

Q: Drat. What's the chance of getting an ultra-rare?

A: One out of every 18 boosters has an ultra-rare card in it.

Q: My friend's agent had 3 health. I played an adversary that did 5 damage. My friend played First Aid to heal 1 damage, and said that put the agent back up to 1 health so she didn't have to go to the hospital. I say she'd need to heal 3 to stay out of the Hospital. Who was right?

A: Your friend was right. Agents never go below zero health, no matter how much damage they take.

Q: When I'm discarding cards to gain conspiracy points, how many points is a card with an "X" worth?

A: Zero.

Q: If I don't have a Mulder on my side, can I use Phoebe Green to bring my opponent's Mulder over to help with my investigation?

A: That would be pretty cool, wouldn't it? But no, you can only use this on your own Mulder.

Q: If a card says to put it under an agent "as a reminder," do I get to shuffle it back in when I shuffle my discard pile into my bureau pile?

A: Nope. It stays under the agent.

Q: What about Deep Throat? Can I get him back when I reshuffle?

A: No, Deep Throat is removed from the game after you use him to ask a question.

Q: Dr. Osborne lets me add 1 token to my resource pool every time a Government or Medical card is played. If I play a face-down bluff card that has the Government or Medical keyword, do I get the free token?

A: Not right away. When the bluff is revealed, if Dr. Osborne is still in play, then you get the token at that time.

Q: If I play Trap to force single combat between an adversary and an agent, and the adversary trashes the agent without getting killed, is the adversary discarded or does it stick around to fight the other agents?

A: It gets discarded.

These questions and answers were based on the *X-Files* CCG Frequently Asked Questions (FAQ). You can find the FAQ along with rules, card lists and lots of other information about *X-Files* on the NXT Games web page, http://www.nxtgames.com. You can find all sorts of other cool *X-Files* CCG stuff on the USPC Games page, http://www.thex-filesccg.com.

—Beth Moursund

UP YOUR SLEEVE

Surprise strategies for unappreciated *Magic* cards

Hall of Gemstone

By Rick Lipman

I was psyched this month. After two drudge assignments (Lion's Eye Diamond?!) I was given free reign to pick any card from *Mirage* for this month's "Up Your Sleeve." Naturally I went right to the very best creature in *Mirage*—the mighty Wave Elemental! Fear the Wave Elemental, this 2/3 critter with an awesome special ability...[EDITORS' NOTE: We apologize for Mr. Lipman's ranting about the sucky Wave Elemental. After clubbing him vehemently, we got him back on track.]

Okay, while the Wave Elemental may be lacking in good uses, the enchant world Hall of Gemstone certainly isn't. In fact, it's a very potent card that, in football terms, works for you on both offense and defense. During your opponent's turn, you limit his options for casting. He must decide before he draws what color of mana his lands will produce. If he is playing a multi-colored deck, he may be slowed up by his inability to access all his different colors.

Hall of Gemstone
Enchant World
During each player's upkeep, that player chooses a color.
Until end of turn, each mana produced and produces mana of that color instead of its normal color.

Suppose he likes to use gold creatures, like the popular Frenetic Efreet, the Trap Door Spider or the *Visions* card Tempest Drake? Unless he plays with non-land mana, he won't be able to cast them. Similarly, any gold sorcery or enchantment will be beyond his means while this enchantment is in play. These benefits are pretty good, but it's on your turn that Hall of Gemstone really shines.

■ If controlling the color of mana is your idea of fun, join the kids in the Hall.

Suppose you are playing against a blue mage. Everyone hates blue mages (except for their mothers, and even they only tolerate them). What if there was a spell that could totally squash their ability to counter any of your spells? Wouldn't that card be in your deck or on your sideboard? See what we're getting at?

If you can manage to get the Hall of Gemstone into play, your opponent's lands will never produce blue on your turn. No more countering—you'll be able to cast at will.

It even works the same way with instant effects in other colors. Say your opponent's relying on red direct damage to take out your creature. Take advantage of the situation with summoning-sickness immune creatures like Yavimaya Ants. With only green mana at his disposal, your opponent probably won't be unable to react to your Ants when they hit the table.

Another great use of the Hall is for its surprise value. The biggest problem with playing with more than one color is that a lot of spells require a significant amount of colored mana to cast. If you are strong in one color and using another color or two as complimentary you can't cast some of that color's best spells (unless you get very lucky). If you aren't playing with mucho black, you don't pack Drain Life or Necropotence.

But, with Hall of Gemstone, all of your lands suddenly will produce as much mana of specific color as you need. What a surprise it will be if suddenly all your forests give you enough red mana to pump your Pyric Salamander high enough to give your opponent a nasty sunburn!

If you think those tricks would be cool, how stunned would your foe be if all of a sudden your straight green deck whipped out a Necropotence or cast a big Mind Warp? Suppose suddenly your serene peaceful creatures parted way to reveal you hurling a huge Fireball when you didn't even have any sources of red mana in your deck. What if you had the upper hand, without an island in sight, locked down the match with Zur's Weirding? All of these tricks are possible with the Hall of Gemstone.

Hall of Gemstone is quickly becoming one of the hottest spells around, so jump on the bandwagon now, before we have to say, "Told ya so!"

Hall of Gemstone Top Five Combos

1. **Drain Life:** If you think it's fun to cast this when you only have a few Swamps in play, wait till you see your opponent's face when you kill him and you have NO Swamps in play.
2. **Grinning Totem:** Let's see, what's the coolest card in your opponent's deck? Okay, no matter what it is, you now have the right colored mana to cast it. Just activate the Totem during your upkeep before you pick the mana color the Hall produces.
3. **Necropotence:** If this spell works well for black, it'll work even better for green, which has better creatures, more life gaining ability and an easier time getting rid of the Necro when it becomes a hindrance.
4. **Hammer of Bogardan:** Who needs mountains when the Hall of Gemstone gives you "do-it-yourself" red mana.
5. **Wave Elemental:** Cast the best creature in *Mirage* with no sweat! [EDITORS' NOTE: Someone give us another club.]

Rick Lipman would love to trade in his basement apartment for a Hall of Gemstone.

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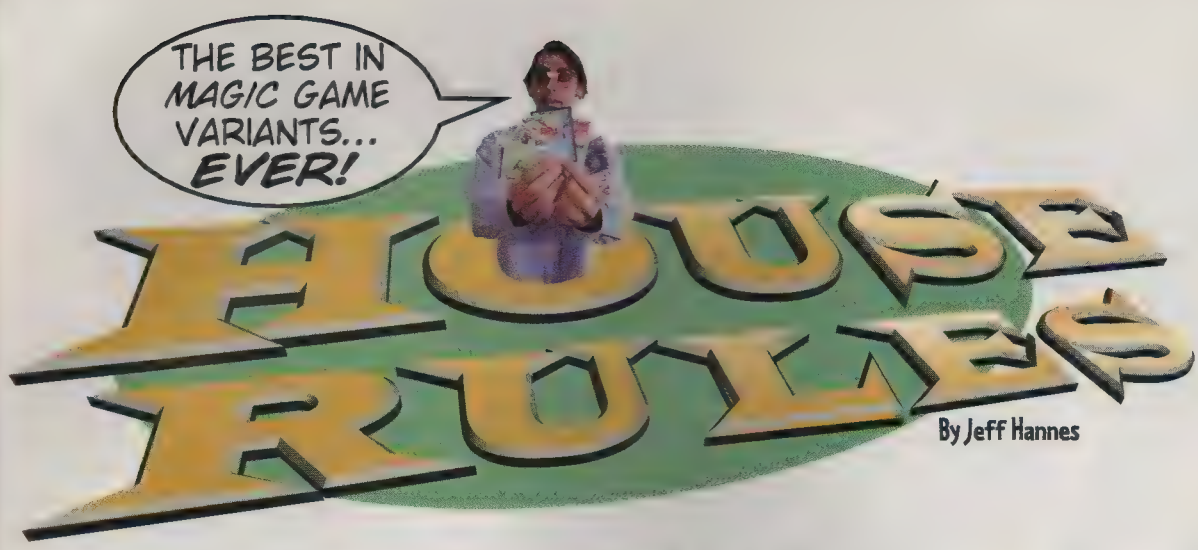


By Jeff Hannes

Build the worst *Magic* deck and beat your friends

Have you ever been tempted to play with a card just because everyone says it sucks? Maybe you didn't believe your friend when he said "crappy" didn't even begin to describe Sorrow's Path. Setting out to prove him wrong, you built a Sorrow's Path deck, and you quickly learned that he knew exactly what he was talking about.

Well, if you've been itching to give all your worst cards a go-around and you're tired of always facing Armageddon and Necropotence, grab a few friends and give this tourney-style variant a whirl.

OBJECT: The object is simple. Build the worst possible *Magic* deck under the guidelines listed below—and then find a way to make your friends' equally terrible decks win. When all is said and done, you'll have had the chance to play with every deck (except your own). With everyone playing to win, the deck that loses the most will be declared the worst!

SETUP: You'll need at least three people and plenty of time to play. Decks will need to be constructed ahead of time (or else set aside about an hour for deck construction). Obviously, the variant works best with an even number of people, but it's still easy enough to play even if you can't scrounge up an extra person.

RULE CHANGES:

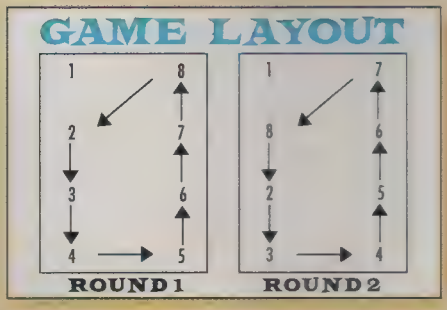
All of the standard rules of *Magic* apply, with the exception of deck construction. Each player's deck must conform to the following guidelines:

- Your deck must contain exactly 75 cards. Exactly 30 of the cards (no more, no less!) must be lands that can produce mana.
- You must have enough basic lands to play every card in your deck. For example, if you put a Leviathan in your deck, you must put at least four basic islands in your deck.
- For each color in your deck, count up the total number of cards in that color (gold cards count towards all colors they contain). You must put at least half

TABLE LAYOUT

Once you've assigned numbers to every player, have everyone sit around a table (or tables) in the pictured format. This example uses eight players, but it can easily be adjusted to fit any number of participants. If you've got an odd number of participants, replace the #1 position with an "X" and move everyone else one space around the table. Anyone paired up against the "X" position gets a bye for that round. They don't play any duels, and they don't get any points. You'll also need an extra deck made for the "X" position in order to make the deck rotation-system outlined in the article work.

After each round, every player moves around the table according to the diagram. The #1 position player (or the "X" position if you've got an odd number of people) never moves. Following this format until everyone is paired up against the same person he initially started against will insure that every player plays every other player exactly once.



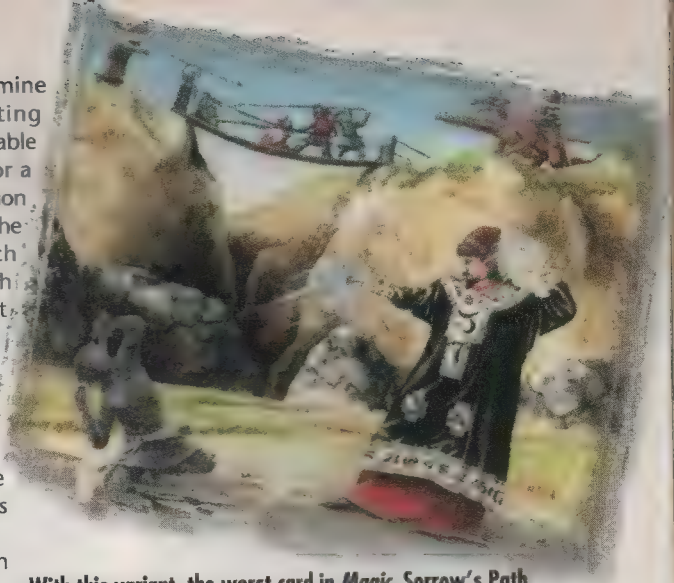
# of players: / Player	3–4	5–6	7–8
	Start with deck belonging to player #:		
1	3	3	2
2	4	6	8
3	1	5	7
4	2	1	6
5	–	4	1
6	–	2	5
7	–	–	4
8	–	–	3

NOTE: There may come a time when you end up with a deck you've already used before or (rarely) your own deck. If this happens to two or more players during the same round, switch decks among those players so that no one ends up playing their own deck or a deck they've already used. At the end of the round, every one of these players MUST return the deck he "borrowed" BEFORE trading with his opponent.

(rounded up) of the appropriate basic lands in your deck. For example, if you have 11 green spells (including a gold card such as Cadaverous Bloom), you would have to put at least 6 basic Forests in your deck.

- You may not have more than one of any card in your deck except basic land.
- Your deck must contain at least 20 creatures.
- The total base power of all the non-wall creatures in your deck must be at least 40. Creatures with a power of * or X are considered to have a power of one.
- You must have at least 10 non-creature cards that are capable of dealing damage to your opponent, and they can't be conditional. For example, Stench of Evil can potentially do damage do your opponent, but you have no way of knowing whether or not your opponent will be using Plains, so it doesn't count. On the other hand, Ankh of Mishra is an acceptable source of damage because you KNOW your opponent will be playing with land.
- You must have at least five non-creature cards capable of destroying another creature. Cards can overlap between this category and the previous one. For example, a Lightning Bolt would count as both a non-creature source of damage AND a source of creature elimination.
- You must be able to play every card in your deck. Simply put, if you have a Goblin Grenade, you must have at least one Goblin in your deck.
- Ante cards are not allowed.

PLAY: Write down numbers on pieces of paper and randomly distribute the papers to determine the initial seating order. (See the table layout sidebar for a detailed explanation of how to set up the pairings for each round.) Also, which decks people start with is significant. Consult the chart to see which decks to start out with depending on the number of players participating.



With this variant, the worst card in *Magic*, Sorrow's Path, is one of your biggest weapons

Each person plays a match (or duel) against the person across the table from him. For example, in the first round the pairings would be: #1 vs. #8, #2 vs. 7, #3 vs. #6 and #4 vs. #5. In the next round, the pairings would be #1 vs. #7, #8 vs. #6, #2 vs. #5 and #3 vs. #4, etc.

At the end of each match, trade decks with your opponent. Each player then rotates around the table (as per the table layout diagram), pairing up with a new opponent

When all is said and done, you will have played one match against every other player, using a different deck each match, and you'll never have to play with your own deck. How many games you play in each match depends on how long you want to play for and how many players are participating. If you've got eight players, you're probably best off just playing one game against each player. If you've only got four players, you might want to play as many as three games against each player.

HOW TO WIN: For every game you win, you get one point. You also get one point for every game your deck loses. Once you've built your deck, you won't have any control over how your deck does (except when you're playing against it). This is where your ability to build a crappy deck really shows. The scoring also awards you for being able to skillfully play with a sucky deck.

Building a terrible *Magic* deck may seem easy, but you'll never realize just how bad a deck can be until you try putting one together. Is the Squire really that bad? Now's your chance to find out...

SAMPLE DECK

The key to making a really crappy deck is to limit the player's opportunities to win. However, the deck construction guidelines make it impossible to construct a deck that has no way of winning. Your best hope is to give the people playing your deck so few options that they don't have much of a chance to do anything.

Also keep in mind that all of the decks you'll face will be similarly constructed. So before you put in Skulking Ghost 'cause you think it sucks so much, consider this—how many flying creatures do you think your opponents are going to put in their decks?

I've limited myself to using cards from 4th Edition to leave plenty of potential crappy cards for you to discover. When constructing decks, I encourage you to use any cards you have—the more exotic, the better. When was the last time one of your friends got to play with a Desert Nomad?

ARTIFACTS

Armageddon Clock (Damage)
Cursed Rack
Dingus Egg (Damage)
Mana Vault
Sunglasses of Urza
The Rack (Damage)

BLACK

Ashes to Ashes (Creaturekill)
Drain Life (Damage, creaturekill)
El-Hajjâj (1 power)
Greed
Rag Man (2 power)
Spirit Shackle (Creaturekill)

BLUE

Apprentice Wizard (0 power)
Leviathan (10 power)
Lord of Atlantis (2 power)
Sindbad (1 power)
Erosion
Mind Bomb (Damage)
Relic Bind (Damage)
Volcanic Eruption (Damage, creaturekill)

GREEN

Channel
Crumble
Marsh Viper (1 power)
Radjan Spirit (3 power)
Sylvan Library
Tsunami
Wall of Wood (0 power)
Wild Growth

RED

Ball Lightning (6 power)
Eternal Warrior
Fissure (Creaturekill)
Goblin Balloon Brigade (1 power)
Goblin Rock Sled (3 power)
Hurloon Minotaur (2 power)
Ironclaw Orcs (2 power)
Mana Clash (Damage)
Sisters of the Flame (2 power)
Smoke

WHITE

Amrou Kithkin (1 power)
Animate Wall
Eye for an Eye (Damage)
Fortified Area
Pearled Unicorn (2 power)
Savannah Lions (2 power)

LANDS

6 Forests
5 Islands
11 Mountains
4 Plains
4 Swamps

TOP 10 CARDS

So you're sick of hanging around Tatooine or the Death Star and you're looking to go on a nice ski trip, eh? Well, before you take to the slopes, you'll have to kick some Rebel or Imperial butts first. Here are the best cards to help you do it...

by Michael Mikaelian

THE EMPIRE STRIKES BACK
HOTH

1. BLIZZARD 1

It comes as no surprise that AT-ATs would be powerful, but immunity to attrition <4 makes them the perfect war machines. All of the AT-ATs rank right at the top, but thanks to higher overall numbers and a bonus—the Target the Main Generator epic event—Blizzard 1 is the best of the lot.

2. COMMANDER LUKE SKYWALKER

The "new Luke" has many advantages over "farmboy Luke." When on Rogue 1 with Dack and the Power Harpoon, you can hear the walkers crashing in the distance. Also, he's a leader who gives all Rogue squadron pilots and gunners at same Hoth site a +1 forfeit. He'd be #1 if not for his deployment restriction.

3. ANAKIN'S LIGHTSABER

Made by Anakin Skywalker, this first-rate weapon does it all—swings for free, "hit" characters are forfeit = 0 and adds +1 to Force drain where present. This is the fourth "forfeit = 0" weapon for the Light Side, and ranks with Obi-Wan's Lightsaber. But when will the Dark Side get its second?

4. ADMIRAL OZZEL

He deploys for free! He Deploys for Free!! HE DEPLOYS FOR FREE!!! He may be as clumsy as he is stupid, but he's actually a great card. Really, how often has the Light Side "reacted" to a battle anyway? Did we mention he deploys for free?

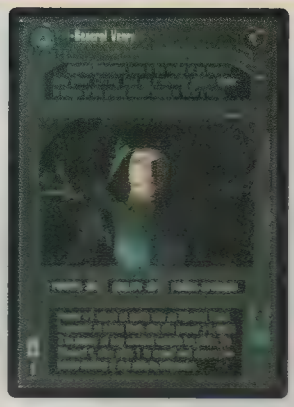
HONORABLE MENTION

I THOUGHT THEY SMELLED BAD ON THE OUTSIDE

By no means an excellent card, ITTSBOTO can be used to double Tzizvvt's power, or protect one character from the effects of Exposure, Ice Storm, Frostbite or Gravel Storm if you want to sacrifice a creature vehicle. What's special about it is it's one-of-a-kind destiny: 7. Oh, and it's a used interrupt.

5. GENERAL VEERS

Since AT-ATs are so powerful, it only makes perfect sense that General Veers would rank among the best Hoth cards too. Besides Vader, Tarkin, Motti and Tagge, Veers is the best Imperial character. He's awesome either on the ground or in Blizzard 1. Too bad he doesn't add any power to starships.



6. MAIN POWER GENERATORS

This card perfectly represents "an energy shield strong enough to resist any bombardment." While the shield is operational, only the Light Side can deploy characters, vehicles and starships under it. The Dark Side can't even shuttle or deploy to sites protected by the shield. They can only "march" in.

7. PLANET DEFENDER ION CANNON

"Two fighters against a Star Destroyer?" Okay, what if we reduce the Star Destroyer's power to 0? With the Artillery Remote, you can also do it during your control phase. With Evacuation control, you can also do it during your move phase. "Hey, why are those Star Destroyers just floating there?"

8. ICE STORM

The new game mechanic of making characters "missing" is best exploited through the use of Ice Storm. It takes care of every character at a site as it sweeps across the Hoth exterior. If your opponent hasn't come prepared for the snowy weather, he'll find himself lost.

9. DEFLECTOR SHIELD GENERATOR

One of the best ways to safeguard against the new and frightening Rebel space decks is with the most armor and immunity to attrition possible. You can easily have a fleet of ISDs with 8 armor and immunity to attrition >5, led by the Devastator with R3-T6 providing immunity to attrition >6!

10. TARGET THE MAIN GENERATOR

When the Rebels hide beneath their impenetrable shield, there's only one solution—blow it away! Odds are, if the Light Side is using the Main Power Generators, they're counting on it to protect them. This epic event is easy to pull off if you have Vader in Blizzard 1 with the Electro-Rangefinder.

WORST

YOU WILL GO TO THE DAGOBAH SYSTEM

There isn't very much to say about this card. When the Dagobah expansion comes out, it might be an excellent card. But since there are currently no Dagobah locations, it's pretty darn useless.

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basic training

SIMPLE STRATEGIES and ~~DECK~~ ARMY DESIGNS for BEGINNERS

by david barnes

Dragon Dice is a collectible dice game set in the fantastic world of Esfah, a world torn by war between the forces of Nature and Death. You become the general of a mighty army, with access to deadly melee weapons, long-range missile weapons and powerful arcane magic spells that range from the mundane (like raining giant hailstones on your opponents) to the fantastic (summoning ancient dragons to do your bidding).

There are two paths to victory: either capture two of the terrain dice for which the armies are fighting or destroy all of your enemies completely. How your army does in its struggle depends on how well you understand strategy. There are many valid styles of play in a game as varied as *Dragon Dice*. We'll just try to cover the basics and your own personal style can develop later.

Play Strategies

Divide and Conquer: Since each player gets up to two actions, or marches, each turn, you should always maintain at least two separate armies on the field. A common newbie general mistake is to cluster your forces into a large horde. While a single great army is powerful, you lose out on one action per turn. This will allow your opponents to outflank and outmaneuver you right out of the game.

Your marches are most effective when your armies coordinate. Use your first march to soften up the target of your second march, either through magic (spells like Palsy, Transmute Rock to Mud or Lightning Strike can weaken potential foes) or the use of missile weapons from an adjoining terrain. Once your target has been damaged, use a melee army at the terrain to finish them off. By coordinating your efforts, you can overcome almost any foe, even one that seems unbeatable.

In Magic Lies Flexibility: A game of *Dragon Dice* is seldom won through brute force. The game tends to go to the player with the most guile and finesse. Of all the weapons in your arsenal, magic can be the most potent.

DRAGON DICE

PUBLISHER: **TSR**
DESIGNER: **Lester Smith**
SET SIZE: **146 dice**
RELEASE: **August 1995**
PACKAGING: **18-dice starter boxes; eight-dice kicker packs**
SUGGESTED RETAIL: **$9.95 per starter box; $5.95 per kicker pack**

Dragon Dice ™ & © 1997 TSR Inc.

Spells give you so much more than the other actions. Besides doing damage (which can be targeted anywhere in play), spells can give bonuses to saves, melee hits, missile hits and maneuvers. They can restore dead units to life. Spells can even be used to bring the most powerful of all creatures into play, the dreaded dragons.

What's more, magical effects that affect terrain dice, either directly or through manipulation of maneuver results, can be the key to victory in the endgame. Gold's Path or Transmute Rock to Mud, blue's Wind Walk and green's Flash Flood all work to this end.

Come Back From the Dead: Remember to restore units to life whenever possible. If you can continually restore your units while your opponents are losing theirs, you'll eventually win through attrition. Black magic is especially good for this; you can double black magic by burying opponent's units, then use the points to restore your one-health units to life with the extra points. It's like using one stone to kill one bird and resurrect another.

Movin' On Up: It's often tempting to sit back and dump powerful spells on your opponents. But that strategy requires you to keep your terrain die low. Generally, one of two things will happen when you try this: Either your enemies will team together to eradicate your magicians and drive you from the game or they will ignore your magical assault and keep pressing on toward that eighth face. If they survive the magical assault, they'll capture the terrain and win.

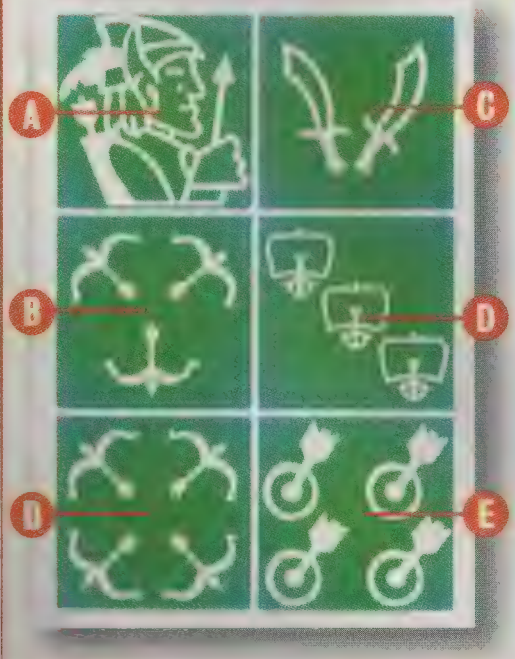
Magic should be a tool to bolster your maneuvers and conventional attacks, not an end unto itself. The easiest way to win the game is by advancing two terrain dice to their eighth faces. This means that you should always maneuver terrain when you can. If you can successfully maneuver and prevent your opponents from doing the same, they'll be forced to play the kind of game you want, because you control the type of combat at that terrain.

Besides, once you've maneuvered a terrain up to eight, though, magic becomes a much more viable option. All your troops' maneuvers and saves are doubled, making it almost impossible for an opponent to wrest control away and leaving your magicians in a safe haven. They can cast spells at their leisure and don't have to worry about having a hostile force overrun them or force them out of magic

Army Construction

There are two primary ways to build winning *Dragon Dice* armies: You can either build around a particular strength or build away from a weakness.

When you build around a strength,



Dragon Dice Die Dissection

A. **ID Icon:** The symbol that identifies a die—this one's a coral elf Sharpshooter. The ID icon serves as any icon you want, and is worth the health of the die. Since the Sharpshooter's rare, the ID icon could be three melee, three magic or whatever.

B. **Missile Icons:** The Sharpshooter's specialty is missile fire; these two faces are worth three and four, respectively. He's best kept at a low-numbered terrain, pinging off targets from a distance.

C. **Melee Icons:** This face is worth two melee. You'll want this near the high-numbered faces on the terrain dice.

D. **Maneuver Icons:** Three maneuver icons isn't bad, but they're only on one face. Don't rely on him to get those terrain dice moving.

E. **Special-Action Icons:** All rare dice get access to special icons. These four are Bullseyes, meaning that during missile combat the die targeted by the Sharpshooter has to roll its own saves rather than use those of its army.

you tend to choose one race and one type of unit and construct your army around them. When you do this, you end up with an army that's devastating at one particular action type (melee, missile or magic). If you can control the terrain dice, and if you get lucky and start with at least one terrain on the correct action type, you've got it made. (But keep in mind that those are big ifs.)

An example of such an army might be an all-dwarf cavalry army. Built with a mix of common, uncommon and rare dice, this army is great at melee and maneuvers. It also saves very well. It doesn't have much in the way of magic or missiles but hopefully won't need them.

When you build away from a weakness, you tend to mix races and troop types, going for a good middle-of-the-road approach. While you won't dominate the game in any one action, you'll be able to do a bit of everything. No matter what fickle fate brings, you'll be able to adapt and survive.

A mix of lava elves and dwarves is a great example of an army built away from a weakness. The army uses dwarves for saves and melee strength, while the lava elves provide the magic and missile strength. As a bonus, both races have special abilities in the same type of terrain, making this an especially good mix.

Once you've decided on your approach, you have to start choosing actual dice. There are four sizes of dice, which correspond with the dice's rarity and health points: monsters (four health), rares (three health), uncommons (two health) and commons (one health). There are advantages and disadvantages inherent in each.

• Common Units: Using common units exclusively minimizes the whims of luck. Since you can have so many more common units than uncommons, rares or monsters, they tend to give you more predictable results. Also, effects that target single dice are all but wasted on common dice. Common dice are easily and cheaply returned from the dead. The only real disadvantage is that there are some new spells and minor terrain that deal harshly with common units.

• Uncommon Units: The uncommon unit is average. An army composed of them should produce fairly consistent results. The two-health unit has more icons per health than the rare three-health unit. Also, with an army composed of nothing but uncommon dice, any odd points of damage will slip by harmlessly. Uncommon dice aren't usually the target of choice for spells and special effects, since they don't stand out like monsters and rares.

• Rare Units: Rare units have special-action icons, giving them powers that no other dice in the game have. These special-action icons range from the simple Smite, which inflicts unavoidable damage, to the powerful Cantrip, which generates instant magic for use in missile or melee combat. Some even provide your choice of results, like Fly, which can be counted as maneuvers or saves. In an army of rare dice, you'd only take a casualty for every three full points of damage done to you. But rare dice are hard to restore to life; when they die, they tend to stay dead. They're the targets of most spells and effects. Since so many points of your army are tied up in each unit, every loss is a major one. And since you have so few dice to roll, results don't "average out" like they do for commons and uncommons, giving you unpredictable results.

Book the Army

The Red Menace

This is a 24-point army, legal for play in any sanctioned *Dragon Dice* tournament. It's composed of common dwarf and lava elf dice. All of these dice can be found in the basic *Dragon Dice* starter sets.

This army is flexible and solid, able to maneuver well, generate lots of magic and bust heads in melee too. The dwarves get to count their maneuvers twice in the highland, allowing them to win most maneuver rolls. The lava elves count their maneuvers as saves in the highland, giving this army even greater protection in combat.

Divide the units into two armies, both at highland terrain, if possible. Move both quickly toward the eighth faces, pausing in magic range (if possible) to cast spells. Open Grave, Reanimate Dead and Finger of Death are all good choices, as you may be able to bury an opponent's dead by doubling black magic. A great trick is to throw Open Grave on your second army and then charge with it. A dwarven cavalry charge in the highlands is a beautiful sight.

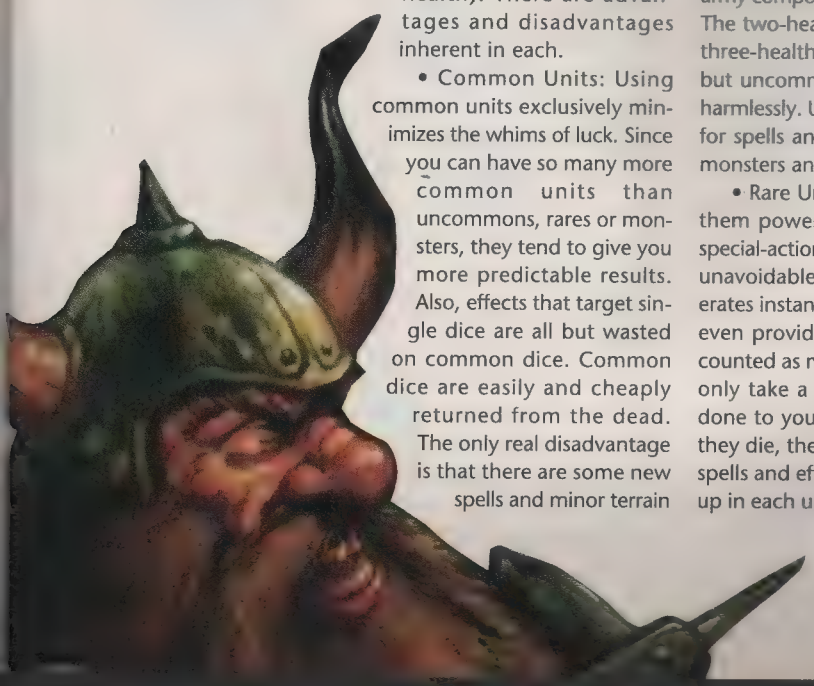
Ingredients

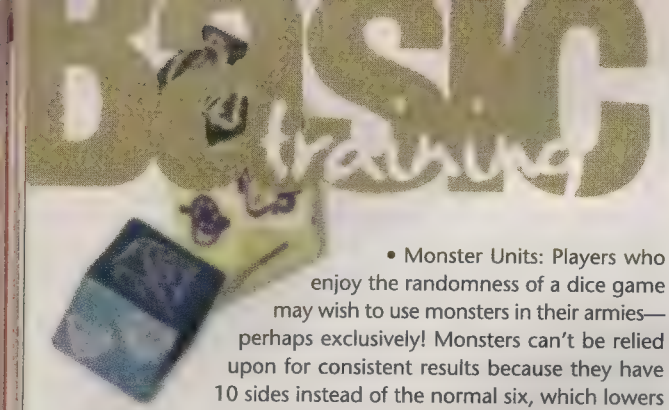
Dragon
1 Red Wyrm

Dwarves
13 Pony Riders

Lava Elves
11 [illegible]

Terrain
1 Highland City
1 Highland Temple





• Monster Units: Players who enjoy the randomness of a dice game may wish to use monsters in their armies—perhaps exclusively! Monsters can't be relied upon for consistent results because they have 10 sides instead of the normal six, which lowers the odds of rolling any one result. Their main advantage is that they have many special-action icons, most of which are more powerful than anything on a rare die. They also can soak up lots of damage, since they have four health each. Their main disadvantage is that they are targets of every damage spell and effect in the game. Each monster's loss is very significant and very difficult to overcome.

An army built of common, uncommon, rare and monster dice has the advantage of being able to use the promotion rules, but takes all the damage done to it.

Most *Dragon Dice* games are won or lost during the army-construction phase. Never just throw dice together. To win, you must think about how the game flows and what you can do with the dice that you have. If you have mostly one race, can you emphasize that race's inherent strengths enough to create a winning army? If you have a hodgepodge of different races, can you construct an army that works as a team, with each unit covering another's weakness?

Conclusion

Once you have a good army, you need two other things to win: a plan and an understanding of the basic strategy of *Dragon Dice*. Coupled with a little luck, your mighty warriors should be destroying their opposition in no time.

David Barnes can roll dice with the best of 'em.

The Card Die to Get

The Beholder

Available only in the *Monsters & Amazons* kicker pack, this rare monster is a horror in action. Most monster dice have only one or two special-action icons. The awesome Beholder has a total of five. Not only can it turn your enemy's units against him with Charm and Illusion, it can kill and bury two health's worth of opposing units via Flame, force four health's worth of enemy units to reroll thanks to Confuse, and cause four unavoidable points of damage at missile range with Stoning. This is just a killer monster.

Table Layout

A1. Player A's Home Terrain. You get to choose your home terrain, so it's the only one you can be sure of going into the game.

A2. Player A's Home Army. A uses this to secure his home terrain.

A3. Player A's Campaign Army. Campaign armies fight at the frontier.

A4. Player A's Horde. Hordes attempt to capture an enemy's home terrain.

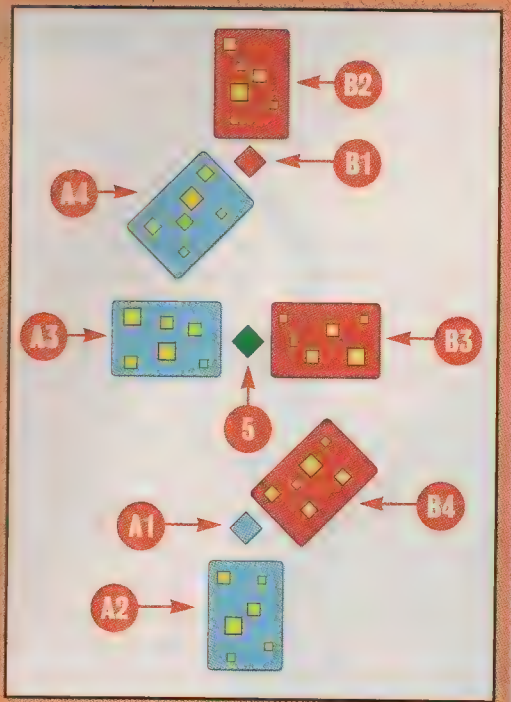
B1. Player B's Home Terrain. Where B's home army squares off against A's horde. B chooses this die.

B2. Player B's Home Army. This B force tackles the horde of A.

B3. Player B's Campaign Army. Fighting for the frontier. Davy Crockett never saw an army like this!

B4. Player B's Horde. The B invasion squadron.

5. The Frontier. Another terrain die, chosen by whoever goes first.



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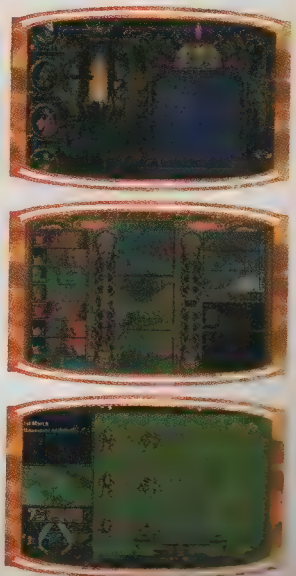

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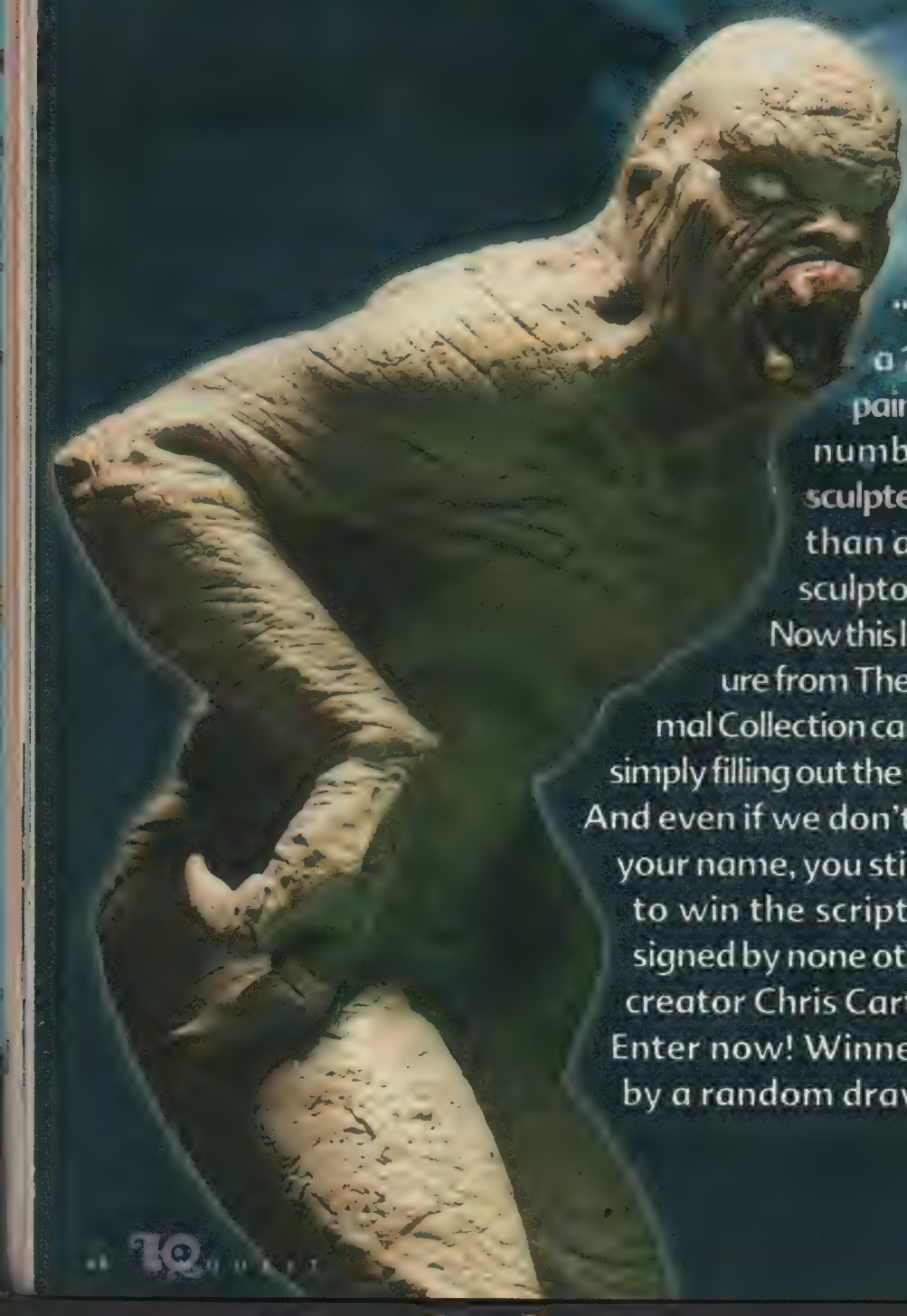

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For a list of winners, available after April 14, 1997, send a self-addressed stamped envelope to: Flukeman Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

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THE HAND of FATE

The top 10 sealed-deck cards for tournament *Magic*

By Jeff Hannes

If Ancestral Recall is the best *Magic* card of all-time—and you very well know it is, having read "Power Play" in *InQuest* #17—then it must be the best card to get in a sealed-deck or booster-draft tourney, right?

Get serious. When was the last time you played sealed-deck with Beta or Unlimited starter decks? And even if you could play with cards like the Black Lotus and the Moxes in a sealed-deck or booster-draft tourney, speed usually isn't the key to winning. Direct damage, creature elimination, big creatures: these are what win most matches. But with so many cards available in sealed environments, how do you determine which ones are the best?

Well, first and foremost, you cut down the pool of available cards to make the job easier. We selected our top 10 list from Fourth Edition, *Ice Age* and *Mirage*, the three *Magic* sets that you can buy in starter decks and that are still fairly easy to get a hold of.

After that, in order for something to make it into the top 10, it either had to be a game-breaker or an incredibly efficient card. Every entry but one on our list can all but win a game by itself. (The exception is Swords to Plowshares, which is so terrifically useful that it doesn't need to guarantee victory.)

The availability of a card in any given sealed environment is also an important consideration. Cards like Armageddon and Wrath of God may have a big impact on the game, but the likelihood of pulling one in a sealed deck or booster draft isn't very high. Most of the cards on the list are common or uncommon. A few, however, are rare; these were chosen because they do so much to improve your chances of winning.

Rare or common, all of these cards share this trait: If you get one in a tourney, you should do whatever you must in order to fit it into your deck, even if it means adding an extra color.

: Tap target creature without flying.
"A dash of cool water does wonders to clear a cluttered battlefield."
—Vibekke Ragnild, Witches and War

1. Fireball

Why It Made the Top 10: Ask any experienced sealed-deck player which card he would choose first and the answer will almost always be the same. No card is more coveted in a sealed environment than Fireball. It's the one spell that can make even the worst assortment of cards look like a winning lot. So what's the big deal about a simple X damage sorcery?

Well, there's the obvious use of being able to kill a creature of just about any size. Creature-kill is an important part of doing well in sealed-deck. However, the real power of Fireball comes from its ability to do lots of damage to your opponent. Sealed-deck games often break down into a long stalemate, until one player finally gains a creature edge over the other. With a Fireball, you can wait till you've got a ton of mana in play and then blast your opponent out of existence.

Substitutes: Disintegrate, Lava Burst, Kaervek's Torch; all of these spells are equally valuable. Fireball gets the slight edge over the rest because of its ability to deal damage to multiple targets.

2. Ivory Tower

Why It Made the Top 10: Yes, it's rare, but if you're lucky enough to get a hold of an Ivory Tower in your opening starter deck or booster pack, your chances of winning will increase dramatically. Since there's a limited amount of artifact destruction in sealed-deck, your opponents may have a hard time getting rid of this pesky artifact, allowing you the opportunity to gain tons of life.

Just sit back on a hand of seven cards and watch as your life total balloons. It's hard enough to do 20 points of damage to someone in sealed-deck; to have to do more—possibly even twice that!—can be devastatingly difficult.

One word of caution: If you've got an Ivory Tower in your deck, you'll probably want to go a little bit higher than the 40-card minimum when constructing your deck. Your massive life gain may very well reduce the outcome of the game to who runs out of cards first.

Substitutes: Ivory Tower has no true equals, certainly none worthy of the top 10, but life-gaining and damage-prevention are very nice things to have in any competitive deck. Cards like Amulet of Kroog and Fountain of Youth can give you a big boost.

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3. Jokulhaups

Why It Made the Top 10: There's mass destruction and then there's *mass* destruction. Do you wanna guess into which category Jokulhaups falls? A lot of people think of Jokulhaups as the ultimate panic button: When you're behind, you can use it to clear the board and give you (and your opponent) a fresh start.

However, when used properly, Jokulhaups can be even more effective. Its real power lies with its ability to let you store mana in your pool so you can follow up Jokulhaups' big bang with some offensive firepower. Got a Hill Giant or other critter in your hand? Wait until you've got enough mana to cast both the Jokulhaups and your creature (or creatures!) and then do the dirty deed. When the dust clears, you can plop down your attacker and victory is almost sure to follow.

Substitutes: Armageddon, Balance, Nevinyrral's Disk, Phyrexian Purge, Wrath of God. All mass-destruction cards are useful in sealed-deck, and as with Jokulhaups, timing is everything.

4. Mahamoti Djinn

Why It Made the Top 10: Every knows that fliers are some of the most effective creatures in sealed-deck. So it only makes sense that the best fliers are the biggest ones. Well, besides Spirit of the Night—which is just too expensive, even for sealed-deck—Mahamoti Djinn is the biggest and baddest flier without drawbacks.

At 5/6, the Djinn can block just about any creature your opponent could hope to put out. But more importantly, it can dole out quite a bit of damage each turn. Unblocked, it means victory in four turns. When blocked, it rarely meets more than insignificant speed bumps. Few opponents will be lucky enough to have enough fliers to gang-tackle your Djinn.

Substitutes: Shivan Dragon, Sibilant Spirit, Spirit of the Night, Teeka's Dragon. Once you get above a toughness of four, it becomes pretty darn difficult to kill these guys without a card like Dark Banishing or Terror. Death from above is one of the most tried and true tactics in sealed-deck play.

Mahamoti Djinn
Flying
Of royal blood among the spirits of the air, the Mahamoti Djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

5. Flood

Why It Made the Top 10: Here's a classic example of a card that you rarely see in constructed-deck tournaments but which is a true prize in a sealed environment. Flood's two-blue-mana activation cost to shut down a ground creature may be too expensive for Type II tourney decks, but it's a bargain in sealed play.

: Tap target creature without flying.
"A dash of cool water does wonders to clear a cluttered battlefield."
—Vhekke Ragnild, Witches and War

Being able to neutralize your opponent's creatures can give you an incredible edge, and Flood's ability to tap more than one creature makes it even more effective than an Icy Manipulator. Plus it's an enchantment, making it very difficult to eliminate. Just tap your opponent's creatures during his turn with as much blue mana as you have available and you can prevent his creatures from either attacking or defending!

Substitutes: Abyssal Hunter, Amber Prison, Icy Manipulator. Being able to tap one of your opponent's creatures is almost as good as destroying it outright. All of these cards offer you the versatility of being able to switch targets each turn.

6. Pestilence

Pestilence
Enchantment
At the end of any turn, if there are no creatures in play, bury Pestilence.
: Pestilence deals 1 damage to all creatures and players.

Why It Made the Top 10: Pestilence is an incredibly powerful sealed-deck card for several reasons. First, it serves as a continuing source of damage, sticking around every turn as long as you're careful with its use. Second, it can damage both creatures and players. Versatility is always a plus. Third, like Flood, it's an enchantment, making it a real pain for your opponent to destroy.

Besides being able to whack small critters, Pestilence can also bring the game to a quick end if you've got more life than your opponent. Just keep whittling away both players' life totals each turn until you finally knock your opponent down to zero.

Substitutes: Earthquake, Hurricane, Savage Twister, Subterranean Spirit, Torrent of Lava, Withering Wisps. Mass creature-kill of any kind can clear a very quick path to victory, especially when you can control how much damage the creatures take. Spells that do damage to players are even better.

Bone Harvest
Enchant
Put any number of target creature cards from your graveyard on top of your library.
Draw a card at the beginning of the next turn's upkeep.
"Only fools believe they will face my army but once."
—Kamahl

7. Bone Harvest

Why It Made the Top 10: One of the best cards in *Mirage* is even better in sealed-deck play. Attrition is very common in sealed-deck duels. As creatures kill each other in combat, which happens a lot, the ultimate victor is often the player who can keep putting out troops. After your supply of creatures runs dry, Bone Harvest gets you raring and ready to go for another round. A steady flow of creatures will usually be more than your opponent can handle.

As you work your way through the ranks of a sealed-deck tourney, your opponents will get tougher and tougher. Eventually you'll face somebody with a load of ways to get rid of creatures. That's when Bone Harvest can give you a decided advantage.

Mana for mana, creatures win more sealed-deck matches than any other type of card. Bone Harvest keeps your creature count high. Period.

Substitutes: Animate Dead, Ashen Powder, Dance of the Dead, Reinforcements. While none of these spells are quite as effective as Bone Harvest, they all do one important thing: They get you more creatures.

8. Ray of Command

Untap target creature an opponent controls and gain control of it until end of turn. That creature is unaffected by summoning sickness this turn. Tap the creature if you lose control of it at end of this turn.
"Heel."

Why It Made the Top 10: So what makes this simple common better than a Binding Grasp or Control Magic? Ray of Command has two advantages going for it: surprise and efficiency. While borrowing an opponent's creature is a great ability, one that may even win you the game, that's not Ray of Command's strongest attribute.

What really makes this card special is its potential to knock off two of your opponent's creatures in one shot. Attack and attack often is a common, and generally wise, tactic. With Ray of Command you can turn your foe's offensive to your advantage. Is your opponent attacking with a pair of 2/2 creatures? Take control of one and block the other with it and presto! You've offed two of your opponent's creatures.

If you have four untapped mana, at least one of them blue, the threat of a Ray of Command can make your opponent think twice about which creatures he will send on attack. That alone can give you the advantage in a close duel.

Substitutes: Binding Grasp, Control Magic, Jabari's Influence. While not as high in surprise value, all of these creature-stealing cards can easily shift the balance in your favor.

9. Reckless Embermage

Why It Made the Top 10: Okay, if you haven't figured it out yet, here's your last chance. Nothing wins more sealed-deck games than direct damage, and of the many creatures that can ping any target, *Mirage*'s Reckless Embermage is the best of the lot. For one red and one generic mana you can do a point of damage to any target, and the Embermage takes one damage as well. There are several ways to use this ability to your advantage; the most obvious is to employ it once during your turn and once during your opponent's turn.

Since the Embermage's ability doesn't require tapping, you can use it as often as you wish, even if the Embermage is tapped. That means you can attack *and* shoot something in the same turn. By itself the Embermage's ability is pretty darn good, but when combined with a toughness enhancer like Holy Armor or Ritual of Steel, it becomes downright nasty.

Substitutes: Granger Guildmage, Pirate Ship, Prodigal Sorcerer, Shadow Guildmage, Suq'Ata Firewalker, Zuran Spellcaster. With their supplementary abilities, *Mirage*'s Guildmages are especially potent variations on the pinger theme.

10. Swords to Plowshares

Why It Made the Top 10: With all this talk of creatures, you didn't think we'd leave out the most effective means of getting rid of creatures, did you? While not as versatile as a Fireball, Swords to Plowshares is always a nice card to see when you crack open that booster pack. Being able to do something about your opponent's Mahamoti Djinn or Scaled Wurm is vital.

Many cards can eliminate a creature, but none can put the kibosh on a broader range of 'em than Swords to Plowshares. The only beasties immune to it are those with protection from white, and those are few and far in between. Giving your opponent life isn't a terribly desirable side effect, but it's a small price to pay.

In fact, the Plow's life-gaining can also be a game-saver. Sealed-deck matches can come down to one player carefully calculating how much damage he can do and then executing one massive attack or direct-damage spell to end the game. The life you gain by knocking off one of your own critters can turn your opponent's zeal into an opportunity for victory.

Substitutes: Cinder Cloud, Dark Banishing, Fissure, Terror. These spells are expensive to cast or they don't affect black creatures, and that can suck sometimes, but usually they'll do the job.

The Cards to Get

So your teacher made you memorize the Declaration of Independence and you don't have enough brain cells left over to remember the top cards in sealed-deck or booster-draft play. Lucky you, here's a list. Except for Mahamoti Djinn, which is in the top 10, the only creatures listed here are those with unusual special abilities, but remember that banding, flying, landwalking or flanking beasties are usually worth including in your deck.

Alliances
Contagion
Feast or Famine
Phyrexian Boon
Arcane Denial
Force of Will
Pyrokinesis
Exile
Kjeldoran Outpost
Thawing Glaciers

Chronicles
Feldon's Cane
Recall
Remove Soul

Fourth Edition
Ivory Tower
Millstone
Nevinyrral's Disk
Drain Life
Mind Twist
Pestilence
Royal Assassin
Sorceress Queen
Terror
Control Magic
Counterspell
Flood
Mahamoti Djinn
Pirate Ship
Power Sink
Prodigal Sorcerer
Giant Growth
Hurricane
Disintegrate
Dwarven Warriors
Earthquake
Fireball
Fissure
Armageddon
Balance
Disenchant
Land Tax
Swords to Plowshares
Wrath of God

Homelands
Serrated Arrows

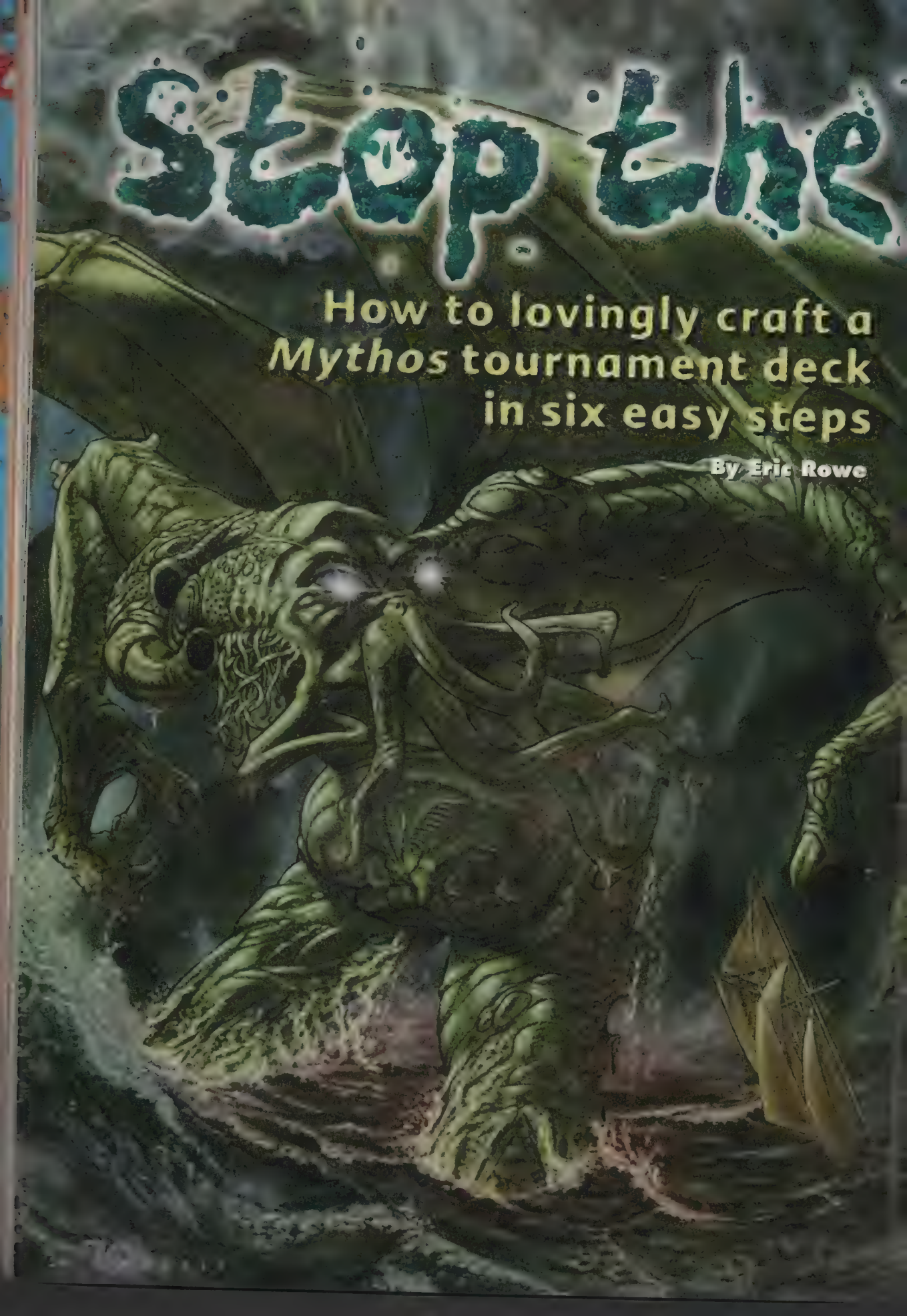
Ice Age
Icy Manipulator
Vexing Arcanix
Dark Banishing
Soul Burn
Stormbind
Giant Growth
Hurricane
Incinerate
Dissipate

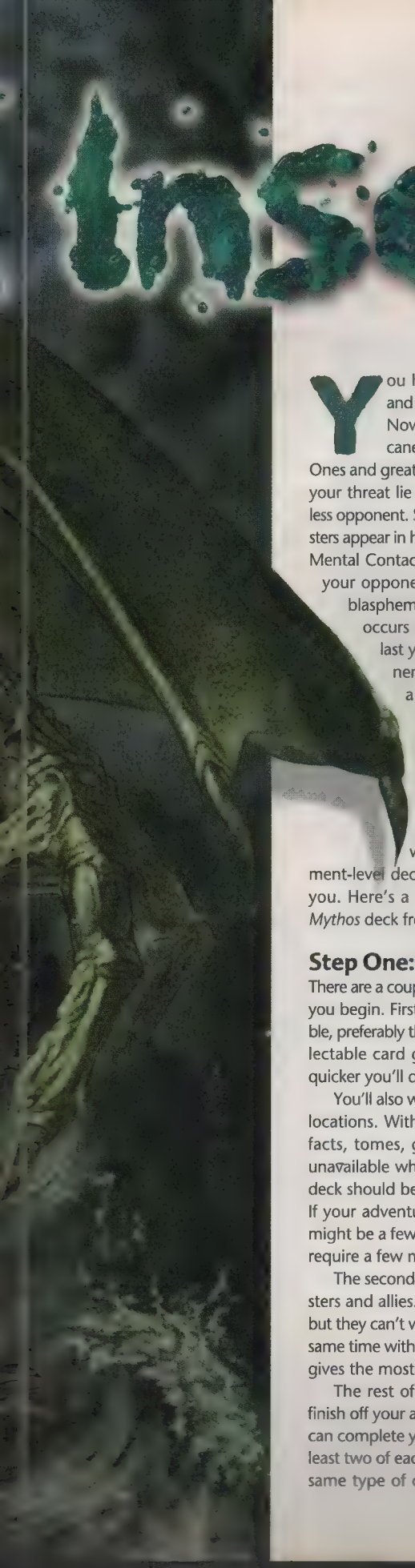
Mirage
Bone Harvest
Dark Banishing
Drain Life
Shadow Guildmage
Second Wind

Stop the

How to lovingly craft a *Mythos* tournament deck in six easy steps

By Eric Rowe





Insanity!

You have visited The Interesting Shop and found yourself Knee-Deep in Doom. Now the howling winds of the Hurricane can be heard as the horde of Deep Ones and greater horrors you saw summoned into your threat lie waiting to spring upon your hapless opponent. Suddenly a mysterious mass of monsters appear in his threat to protect him. Your Yithian Mental Contact banishes the hidden menace; as your opponent rushes to find help at another blasphemous gate, An Unexpected Calamity occurs and your threat is unleashed! The last you hear from your defeated opponent is the low, gibbering whimper of a crumbled mind as the men in white suits drag him away.

So you've fooled around with some *Mythos* cards and now there's a local convention hosting a tournament. You'd love to join the fun, but you really don't know where to begin building a tournament-level deck. Well, we've got the answer for you. Here's a quick course on building a killer *Mythos* deck from the ground up.

Step One: Follow Basic Principles

There are a couple of basic rules to remember before you begin. First, keep your deck as small as possible, preferably the 52-card minimum. As with all collectable card games, the smaller the deck, the quicker you'll draw the card you're looking for.

You'll also want to make sure you have enough locations. Without good locations, needed artifacts, tomes, gates or other attributes may be unavailable when things get dangerous. A good deck should be roughly one-third location cards. If your adventures are based in one main city it might be a few less, and a multi-region deck may require a few more.

The second third of your deck should be monsters and allies. Allies usually protect your sanity, but they can't wallop your opponent's sanity at the same time without help. A good mix of both types gives the most flexible deck.

The rest of your cards should be those that finish off your adventures. When making sure you can complete your adventures you should have at least two of each required non-unique card. If the same type of card is needed in more than one adventure then even more should be added. With the remaining cards you should fill any defensive gaps and tune your deck toward a particular theme and design strategy.

Step Two: Choose the Right Adventure

Now that you've got those basics down we're ready to begin further instruction into the deeper secrets of *Mythos*. As we go along I'll be using a killer deck I put together for examples. Like all good decks it has a theme; this one pits the Mad German Inventor against a hoard of Deep Ones that have overtaken Arkham. The complete deck is included at the end of this article.

The core of any *Mythos* deck is the adventures. Matching your deck to the requirements of your adventures well is what separates a great deck from a merely good deck. Think of each adventure as a shopping list. Add at least two of each card on your list if possible.

Many times your list doesn't ask for a specific card, so you can choose from all the available items that will work. In my deck The Interesting Shop requires an artifact or tome that costs sanity. There are dozens of cards that will work, but I added the Chime of Tezchaptl, Star Stone of Mnar and Dynamite, because in addition to helping to fulfill my adventures, they are all great defenses as well. The Chime can counter your opponent's spells and the other two can lower the amount of sanity you lose during combat.

Now that you know what do with an adventure, which ones do you choose? There are two main factors to keep in mind. First, you'll want to match adventures with the type of strategy you'll use and develop later. Most importantly, though, you want the adventures to overlap as much as possible. Because so many cards remain in play after an adventure is played, it is possible to play a second adventure soon after, immediately if you're lucky. Smaller adventures are best for this and can be used alone to make a deck or added to larger adventures to round them off. In my deck I've got Seeking Everlasting Life I, which can be played on the next turn after The Curious Parcel if I've managed to keep my allies, tomes and spells in play.

The last deck-building tip to keep in the back of your mind is that card combinations are good. Many cards become more powerful if in play at the same time another card is in play. Good deck

design always takes advantage of these features. In my deck I already added the Star Stone of Mnar for defense. When it is in play the spell Circles of Thaol becomes twice as useful, so I added it. The Cthaat Aquadingen, Jewelry of the Deep Ones and Hurricane boost the power of my Deep Ones when in play.

Step Three: Speed Up Your Deck

The basic cost system in *Mythos* is sanity. It powers spells and allows you to read blasphemous tomes and collect horrible artifacts. A novice fills his deck with sanitariums and other sanity raisers. The inquisitive student of *Mythos*, however, quickly learns of another precious resource: turns. Each round has a limited number of turns and you often have many cards you want to play during that round. If the round ends early you might get stuck having to discard useful cards. Also, the more cards you play in a round, the faster you will be completing your adventures, and that is the point of a killer deck.

There are many cards which help speed by allowing you to play multiple cards on the same turn. For instance, Cars, Camels and other instant Travel cards allow you to play two cards on the same turn. The best way to play multiple cards is by using the joining function of monsters, which allows you to play more than one monster at a single gate. In my deck Deep Ones join with each other and with several larger monsters. If you can interlink the majority of your monsters, your deck will be much more fluid.

This does not mean you can ignore your sanity, though. During a game it will rise and fall like the tide in a Cthulhu-induced hurricane. If an opponent with a large threat can catch you at a low point you may find your sanity zeroed prematurely. I always put at least one Sanitarium in, but I find if you put more than three Sanitariums (or other big sanity sources) in your deck you just end up discarding them because you've got something more important to play during your limited turns in a round.

Step Four: Pick a Strategy

Now we get to decide the main strategy to use. There are three standard strategies and one extra that mixes all of them. The first is the pure speed deck. Every card is dedicated to completing the adventures as fast as possible. You need to put in a few defensive cards to protect yourself but, for the most part, you ignore your opponents. An example of this type of deck is the Cat in the Hat killer deck from *InQuest* #22.

Players with a streak of sadism prefer disruption decks. While they still work steadily to complete their own adventures, the deck focus is on preventing opponents from completing their adventures. You need lots of cards with the discard ability to make this effective. If they discard a vital card, they may be forced to spend sanity and reshuffle their entire deck. Phobias are useful, too, as they waste time hunting for a cure. I added Wave of Oblivion to my deck on the chance I might have the opportunity to slow down an opponent.

"I'm sorry, I don't want to buy any Girl Scout cook—"

The threat deck is the most common beginner deck. It is also the best deck for two-player games. Unfortunately for this deck type, tournaments are generally four-player. A threat deck loaded with monsters and sanity blasters is effective for quick strikes, but can't stand long against multiple opponents. If you are going to play a threat deck, Knee-Deep in Doom is a must-have adventure.

The most general and common decks are combinations of the above strategies. My deck is primarily a threat deck, but it has short adventures and joining monsters for speed, and several cards to menace my opponents. Any deck, though, has to have good defenses.

If something goes horribly wrong and an opponent is ahead of you in adventure points you really need a way to slow him down. Storms, Riots, Phobias and forced discards are vital in this case.

Step Five: Add Killer Cards

Once you've got your basic strategy, you'll want to hone your deck with some of the better cards out there. Which cards are the most powerful and useful is largely determined by the adventures and strategy you have chosen for your deck. Locations, allies, and tomes especially are useful only if you have the correct matching cards in your deck. However, each release of *Mythos* has brought out some new powerful cards that can be used effectively in almost any deck.

Limited Edition Starter Cards: The original set of cards available in starter decks remains the best source of flexible and powerful cards. Most of its locations and allies are set in Lovecraft Country and the large number of locations within individual cities makes single city decks possible.

For specific cards, this set contains many small adventures that can be combined into a powerful deck, or added to a larger adventure or two to reach twenty points. My favorites are Knee-Deep in Doom, The Curious Parcel, The Interesting Shop, Your First Big Story, and The Theron-Marks Society.

Defensively, Yithian Mental Contact is a must for every deck. The Chime of Tezchaptl, Star Stone of Mnar, and Sign of Eibon are also powerful defensively. For offense, Claustrophobia, Townsfolk Riot, Gnoph Keh and the Wave of Oblivion are trusted cards. The Ring of Eibon is costly, but powerful and flexible enough to be used offensively or defensively.

A few cards of special note are An Unexpected Calamity, Dawn of a New Day, and Nyarlathotep. An Unexpected Calamity allows you more control over the length of rounds and can seriously derail your opponents. Dawn of a New Day is great against the undead and provides an often needed boost of sanity. Lastly, only Nyarlathotep, the Crawling Chaos, could create a spell-heavy deck that has been known to shock

Mythos ™ & © Chaosium

and dismay even hardened cultists.

Expeditions of Miskatonic University: *Expeditions* introduces the first new region, Europe, new languages, and a plethora of scholarly allies. There are not enough locations in Europe to make a powerful deck by itself, but with an adventure like The Expedition, it can be part of a good two-region deck. In other words, Europe is a good place to visit, but a *Mythos* player wouldn't want to live there. There are a few powerful allies like Herbert West and Wilbur Whateley that are almost a must for any deck set in Lovecraft country. The four Miskatonic University locations are also a good addition to Arkham decks.

Cthulhu Rising: The South Pacific and many ancient tomes and languages are the focus of this expansion. Like Europe, it is unwise to build a deck completely around this set, but with The Cruise and a few other adventures it can be a valuable addition. Of the spells in this set, Steal Life and Song of Hastur are two particularly good ways to raise your sanity and tear your opponent's spells and tomes to shreds. For monsters, the Byakhee provides an inexpensive 4-point monster that is useful for blocking other player's threats. The gem of this set, though, is Aldeberan Moves in the Sky, which allows you to escape many event-driven catastrophes and phobias.

Legends of the Necronomicon: This booster brings in the most complete region other than Lovecraft Country. The Middle East can host any type of deck strategy and spell-heavy themes are easy, especially if built around the Kitab Al-Azif. Camels are good for speedy travel and have been seen making the trip between Arkham and Dunwich with alarming frequency. Seeking Everlasting Life I is a great short adventure that can be played directly after many other adventures. Finally, Surprise Meeting allows you to put in a needed ally without having to add multiple locations to be able to find it.

Standard Game Set: This unlimited set is unusual because its two decks have already been playtested and designed. Because of this, it is quite easy to take either deck, add a few powerful cards from other sets, and have a pretty potent tournament-level deck. This deck also has some great short adventures that can be toppers in many sets.

There are a few powerful cards that can be pulled out and added usefully to any deck. They are a couple of disrupters (Cthulhu Rising and Governmental Cover-Up), some sanity blasters (Portaphobia and the Yithian Monster), and a few cards that will help save your own sanity (Samuel Windsor, Faithful Hounds, and the Tiara of Opulent Fantasy).

Dreamlands: This set is completely stand-alone and all the deck building methods mentioned work for it. The Dreamlands dimension is probably best at speed decks and multiregion decks, thanks to the many Great Libraries of the Dreamlands, the Cats of Ulthar, and the diverse collection of speedy ships.

Most of the powerful cards from *Dreamlands* are very flexible and can help multiple deck strategies. They include Lin Carter, Carter's Clock, Zenig of Aphorat, Algol, Phobophobia, Nightmare, and Beyond Your Wildest Dreams. There are a pair of cards that will be primarily useful in threat decks as well—Polaris and Batophobia.

Step Six: Fine Tune

Well, you've got your deck. Now you've got to play it. If you're nervous, a few sample hands often are a good indication of the health of your deck. You should have the cards needed to complete one of your adventures before you're halfway through your deck. If this isn't usually true, some retuning is needed.

Practice games before tournaments are even more highly recommended. Nothing shows holes in deck strategy better than a pack of vicious friends trying to drive you insane. If any holes do show up, patch them.

Entering the Madness

Remember, pick a theme you're going to enjoy. Perhaps you read a recent Lovecraft tale or have seen a spooky late-night movie. Those are wonderful sources for deck ideas, and you're now qualified to take that idea and turn it into one monstrously good killer deck.

Eric Rowe is terrified of being driven insane by Chaosium's women's lunchtime Mythos game.

The Deep One Doom of Arkham Deck

Let the inhabitants of Arkham beware! The streets are crawling with Deep Ones and other blasphemous horrors. Your only hope lies with the Mad German Inventor and his strange possessions. Here's a few tips he's providing his allies.

- Try for The Interesting Shop adventure first if available. You can get out needed allies, tomes and spells while completing it.
- Save Seeking Everlasting Life I until you complete The Curious Parcel. Then play it right afterward by keeping the cards you need in play.
- Don't summon the big monsters unless needed for defense or for completing Knee-Deep in Doom. Save your sanity for emergencies.
- Get out your tomes and artifacts as soon as possible. Defend them with Ray Stuckey and Yithian Mental Contact.
- Play Unexpected Calamity and Pass with impunity. You've got to go through your deck fast and short adventures allow you to reshuffle often. It can also prevent your opponents from summoning monsters or otherwise completing their plans.
- Be willing to sacrifice allies or tomes once they have been used for an adventure. Don't save them if it wastes precious turns or sanity.

CARD LIST

Investigator
1 Mad German Inventor

Adventures
1 Curious Parcel, The
1 Interesting Shop, The
1 Knee-Deep In Doom
1 Seeking Everlasting Life I

Locations
2 Arkham Historical Societies
2 Arkham Mystical Supplies
1 Arkham Sanitarium*
1 Asylum for the Deranged*
2 Christchurch Cemeteries (Arkham)
2 Crowninshield Houses
2 Golden Eye Societies
2 Miskatonic University Orne Libraries

Monsters
2 Colours Out of Space
4 Deep Ones (any type)
1 Father Dagon*
1 Gnoph Keh*
1 Mother Hydra*
1 Shoggoth*

Events
1 Aldebaran Moves in the Sky
2 An Unexpected Calamities
2 Dawns of a New Day
1 Hurricane*
1 Phobophobia*
1 Yithian Mental Contact*

Allies
1 Albert N. Wilmarth
1 Albert Shiny*
1 Dr. Allen Halsey
1 Prof. Wingate Peaslee
1 Ray Stuckey
1 William Channing Poole

Tomes
1 Chaat Aquading'on
1 Unaussprechlichen Kulten

Spells
1 Circles of Thaol
1 Resurrection
1 Sign of Eibon
1 Wave of Oblivion

Artifacts
1 Claws of Tezchapti
1 Dynamite
1 Jewelry of the Deep Ones*
1 Star Stone of Mnar

* = Unique

Ultimate CHAOS

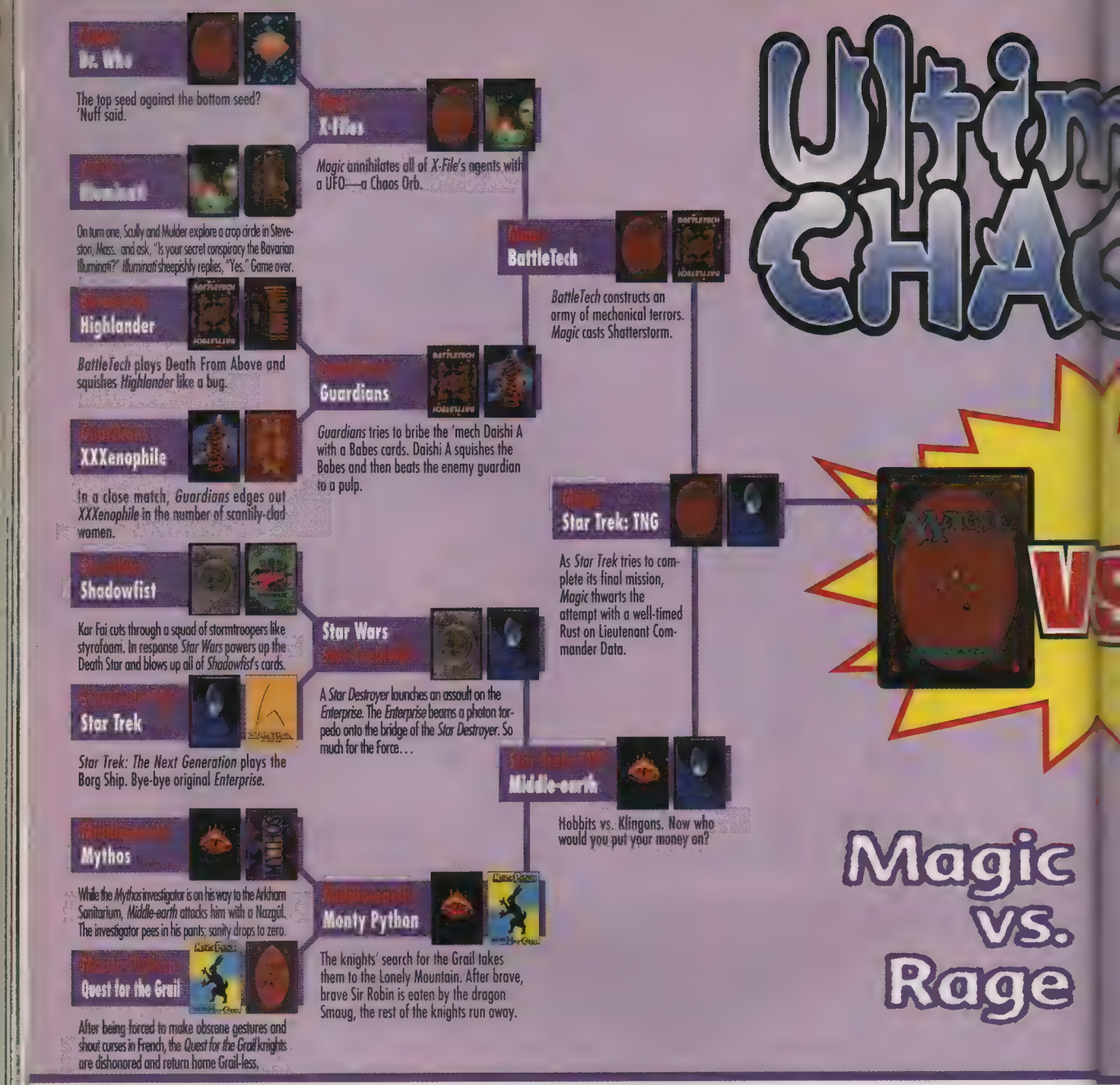
te os III

Which card game's the best? *InQuest* pits 32 CCGs against one another in an epic battle for collectible card game supremacy.

by the *InQuest* staff

Okay fans, it's that time of year again—time to find out just which collectible card game is the roughest and the toughest of the lot. In each of the first two Ultimate Chaos competitions (*InQuest* #1 and *InQuest* #12) *Magic* outlasted seven other competitors in a grand melee to take the title. Will the oldest CCG reign supreme again? What do you think, we're gonna tell you now? Keep reading.

In the spirit of college basketball's NCAA March Madness, we paired off 32 collectible card games and put them into a single-elimination bracket. In each contest the games tried to win by fulfilling their own victory conditions or by thwarting their opponent. The one card game that fought its way up the grueling ladder of competing sorcerers, superheros and spacefarers would be crowned the 1997 Ultimate Chaos champion...


Dr. Who
The top seed against the bottom seed? 'Nuff said.
X-Files
Magic annihilates all of X-File's agents with a UFO—a Chaos Orb.
Illuminati
On turn one, Scully and Mulder explore a crop circle in Steveston, Mass.. and ask, "Is your secret conspiracy the Bavarian Illuminati?" Illuminati sheepishly replies, "Yes." Game over.
BattleTech
BattleTech constructs an army of mechanical terrors. Magic casts Shatterstorm.
Highlander
BattleTech plays Death From Above and squishes Highlander like a bug.
Guardians
Guardians tries to bribe the 'mech Daishi A with a Babes cards. Daishi A squishes the Babes and then beats the enemy guardian to a pulp.
XXXenophile
In a close match, Guardians edges out XXXenophile in the number of scantily-clad women.
Star Trek: TNG
As Star Trek tries to complete its final mission, Magic thwarts the attempt with a well-timed Rust on Lieutenant Commander Data.
Shadowfist
Kar Fai cuts through a squad of stormtroopers like styrofoam. In response Star Wars powers up the Death Star and blows up all of Shadowfist's cards.
Star Wars
A Star Destroyer launches an assault on the Enterprise. The Enterprise beams a photon torpedo onto the bridge of the Star Destroyer. So much for the Force...
Star Trek
Star Trek: The Next Generation plays the Borg Ship. Bye-bye original Enterprise.
Middle-earth
Hobbits vs. Klingons. Now who would you put your money on?
Mythos
While the Mythos investigator is on his way to the Arkham Sanitarium, Middle-earth attacks him with a Nazgûl. The investigator pees in his pants; sanity drops to zero.
Monty Python
The knights' search for the Grail takes them to the Lonely Mountain. After brave, brave Sir Robin is eaten by the dragon Smaug, the rest of the knights run away.
Quest for the Grail
After being forced to make obscene gestures and shout curses in French, the Quest for the Grail knights are dishonored and return home Grail-less.
Ultim
CHA
VS
Magic vs. Rage

Round One Highlights

Magic vs. Doctor Who

TO KICK THINGS OFF perennial-favorite *Magic* butted heads with *Dr. Who*, the only game we've awarded a review rating of one. Was a major upset in the brewing? Can the Jets beat the Packers? While *Dr. Who* was busy gathering aliens from the past, present and future, *Magic* simply Fireballed his ass.

Star Trek vs. Star Trek

THE MARQUEE MATCH-UP of the first round: *Star Trek: The Card Game* (the original crew) versus *Star Trek: The Next Generation* (duh). Both games have a strong fan base, and both, coincidentally, have a ship named *Enterprise*, so this battle would prove once and for all which game was better.

To start things off, the original-crew tag team of Kirk and Spock led a daring mission to destroy a hoard of renegade Tribbles. On the verge of being overwhelmed by a band of vicious *Next Generation* Ferengi, *Star Trek: TCG* was able to throw a red-shirt in the way to protect the rest of his crew and voyage on.

The two competitors traded several turns back and forth, each completing a mission here and an episode there. Finally, *Star Trek: TNG* grew bored with the proceedings and brought The Borg Ship into play. Two turns later the *Enterprise-D* watched from a safe distance as the Borg blasted the original series *Enterprise* to pieces.

Mythos vs. Middle Earth

MEANWHILE, *Mythos* and *Middle-earth* were locked in a heated battle. Both sides were nearing victory—*Middle-earth* needed just four more marshalling points. Having just recruited the aid of the Ents of Fangorn, *Middle-earth* was on the cusp of victory as Gimli and Legolas headed to Moria to retrieve Durin's Axe; fortunately for *Mythos*, Cthulhu was available to eat the ancient dwarven mines, Balrog and all.

Mythos seized the opportunity and sent

nate
ps III
Rage
Anime Madness
Cartoons vs. Tanks? C'mon...
Tank Commander
James Bond commandeers his opponent's tank, blows up everything in sight and then charges all damages to the British government.
Mortal Kombat
Scorpion executes a vicious punch-punch-kick-punch series. James Bond caps him with a Walther PPK.
James Bond
James Bond attempts to foil the Black Spiral Dancers evil attempt to corrupt the world. Unlike Hollywood bad guys, the Black Spiral Dancers tie Bond to a stake and sacrifice him to the Eater-of-Souls.
Top of the Order
First inning: Ken Griffey Jr. hits a home run. Second inning: Grendel the Worm Eaten impales him with a Thrown Gate and sucks him dry.
Vampire
The Malkavian vampire attempts to use obfuscate to hide from the werewolves. The werewolves go into a frenzy and obliterate everything around them, leaving nothing but a pile of invisible body parts.
Gridiron
On a fourth-and-10 play the running back attempts to level a werewolf with a stiff arm. The werewolf tears his arm off and beats him with it.
OverPower
Rage mauls a band of Hapless Villagers. When the superheroes try and protect them, Rage rips them to pieces too.
SimCity
Coming from a desolate post-war society that they helped create, the Dark Age characters have more than their way with the city of Chicago.
Heresy
Heresy pools all of his resources to call forth an Archangel. Shade blows its head off with a Grenade Launcher.
Redemption
Heresy sacrifices the True Messiah to an Infernal Host. Redemption quits in disgust.
Dark Age
The X-Men lead the charge. After surviving the Age of Apocalypse, what's another Dark Age?
Windstorms
Wolverine kicks Warblade's ass.
Nobody
Out of boredom, OverPower builds a card house out of leftover Hyborian Gates cards, only to learn that that's actually part of the game.
Star Quest
Hyborian Gates
Neither player can stay awake long enough to finish the game. Both players forfeit.

While *Magic* tries a little hack and slash, *Rage* employs a little bit of magic. The contest comes down to a final showdown...and a new champion is crowned.

its investigator to the Arkham Sanitarium to pick up the final card it needed. Not to be undone, *Middle-earth* played The Witchking of Angmar. The sight of the terrifying creature instantly drove *Mythos*' investigator's sanity to zero, giving *Middle-earth* the win.

Mortal Kombat vs. James Bond 007

IN A CONTEST of licensed lightweights, the not-so-successful *Mortal Kombat* squared off against the not-much-more-successful *James Bond 007*. Scorpion put on a dazzling display with a punch-punch-kick-punch combo while James Bond sat back and watched. When Scorpion was done with his move, James Bond capped him with a Walther PPK. Fatality!

Round Two Highlights

Magic vs. X-Files

MAGIC'S SECOND ROUND opponent was a little bit tougher—the upstart *X-Files CCG*. Fresh off of a decisive first round victory over *Illuminati* in which *X-Files* fulfilled its victory conditions by guessing its opponent's secret organization on the first turn, Scully and Mulder were ready to go to work on hacking apart the secrets of *Magic*'s deck. Unfortunately, they never really got the chance. On their way to an investigation in Minneapolis, Minn., they were waylaid by Uncle Istvan and a band of Thrulls.

Things got even worse for *X-Files* on the next turn when a UFO came out of the sky and landed on the team of agents. More precisely, the unidentified flying object was a Chaos Orb, and with a nimble flip, *Magic* used it to eliminate ALL of *X-Files'* agents from the game.

Star Trek vs. Star Wars

HAVING DUSTED its '60s counterpart, *Star Trek: The Next Generation* squared off against its long-time nemesis—*Star Wars*. *Trek* was off to a quick start when it beamed an away team down to the planet Tau Alpha C to investigate an anomaly. But before the crew could complete its mission, Luke Skywalker showed up and sliced Wesley Crusher in half with his lightsaber—a disappointment to *Star Trek*, but a definite victory for both sides.

Unfortunately, *Star Wars* didn't get to revel in its success long. While the characters were in a tussle on the planet's surface, the *Enterprise* and a Super Star Destroyer

were trading shots in the atmosphere above. After the two ships wore each other down, the *Enterprise* transported a photon torpedo onto the bridge of the Star Destroyer. With the game all but wrapped up, Data used the rubble to pick his teeth.

Star Quest vs. Hyborian Gates

WHILE ALL OF THIS WAS GOING ON, *OverPower* sat in the corner with a bye. In the first round *Star Quest* had faced off against *Hyborian Gates*, but neither player could stay awake long enough to finish the game. In the second round, *OverPower* passed the time by building a card house out of the *Hyborian Gates* cards. He was shocked to discover that that was actually part of the game...

Quarterfinals Highlights

James Bond 007 vs. Rage

WITH *MOST* OF THE SCRUBS out of the way, the matches were starting to heat up. To get things started in the quarterfinals, *James Bond* paired up against the *Rage* juggernaut. Before Bond could even bag his first dame, *Rage*'s werewolves used a rite to make him an honorary member of their pack and then tried to sacrifice him to the Eater-of-Souls. Bond made a valiant escape attempt, but his efforts were thwarted when a disgruntled werewolf decided to skip the sacrifice part and ripped out his entrails. See? The good guys don't always win.

Middle Earth vs. Star Trek

***MIDDLE-EARTH* WAS** well on its way to a big time victory over *Star Trek*. Picard, troubled by thoughts of violating the Prime Directive, was ready to concede this battle before it began. Meanwhile, Frodo and Sam were at Mount Doom ready to dunk The One Ring, but fortunately for Picard and crew, Q intervened. Before the hobbits could complete their quest, Q teleported Mount Doom to Bag End. While *Middle-earth* sat disheartened and dumbfounded, *Star Trek* beamed down a band of Klingons who, with the help of some Orc-warriors, chopped the poor hobbits to pieces. The map of Middle-earth in disarray, *Star Trek* cruised to victory.

Semifinals

Magic vs. Star Trek

THE FIRST semifinal face-off was between the defending champion *Magic* and the surprisingly potent *Star Trek: The Next Generation*. *Star Trek* tried to get off to a quick start with the Ancestral Recall-esque card Kivas Fojo, but *Magic* was able to thwart him with a Mana Drain. The tide quickly turned as *Magic* used the extra...um... mana to bring out a Mahamoti Djinn. *Star Trek* responded by putting Lieutenant Worf in command of a Klingon Bird of Prey. The ensuing battle wasn't much of a contest.

After several turns, the match was still pretty close, but *Star Trek* was nearing victory. Having pulled ahead, *Star Trek* set to work on completing its final mission. The *Enterprise* whisked down the space-line to the planet Iconia, but a well-timed Strip Mine by *Magic* left the crew with nothing to explore. Meanwhile, a small army led by a band of Mons's Goblin Raiders successfully took control of the *Excelsior*.

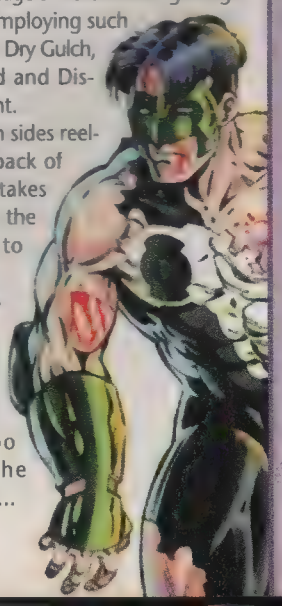
Undaunted, the *Enterprise* traveled to Qo'nos to resolve a Klingon dispute. With no forces in sight, it looked like *Magic* was finally going to fall, but the seasoned veteran had one last trick up his sleeve. When *Star Trek* tried to complete the mission with the help of Commander Data's Engineering skill, *Magic* responded by casting Rust on the android. Unable to fulfill the mission's requirements, *Star Trek* was forced to end its turn. Next turn, *Magic* was able to bring down a defenseless *Enterprise* with the *Excelsior* and a pair of Fire-breathing Ornithopters.

Rage vs. OverPower

WITH TWO all-out crash 'em and bash 'em games, the other semifinal matchup between *Rage* and *OverPower* was sure to be entertaining. Wolverine got things going with a Savage Regression, but Howls Like Thunder just shrugged it off and sent the X-Man to the floor with a Vital Blow. Meanwhile, *Rage*'s Grimm Brings-Blood led an assault on a group of Hapless Villagers. Incensed, *OverPower* sent all of his heroes to protect the villagers. Big mistake.

Rage played a Bum Rush sending all his wolfies into the combat for an all-out rumble. While the superheroes threw around energy attacks and superpowered haymakers, *Rage*'s werewolves got right down to it, employing such dirty tactics as Dry Gulch, Eyes Gouged and Disembowelment.

With both sides reeling, *Rage*'s pack of werewolves takes a brief trip to the spirit world to recuperate. Within minutes of real-time they were back and ready to go. Too bad for the superheroes...



THE FINALS

MAGIC VS. RAGE

The final bout was between *Magic* and *Rage*, two games that had fought hard to reach this point. Rearing and ready to go, *Magic* went after a creature strategy to fend off *Rage*'s onslaught of furry frenzies, but it was to no avail. Every time *Magic* played a creature, *Rage* was quick to tear it to pieces. *Magic* played a Breeding Pit to slow the wolves down. *Rage* annihilated it with a Slash and Burn. *Magic* played a Juzam Djinn. *Rage* laughed defiantly, and then promptly kicked Juzam's ass with an Organ Puncture and a Spine Crushed. Before long, *Magic* was down to 10 life points.

It looked like there was no way *Magic* could stop the opposing werewolves—until he played a Skull Catapult. *Rage* wondered what the crazy wizard was up to, but he soon found out. Dropping a Silver Erne on the Catapult, *Magic* launched it at King Albrecht and sent the poor werewolf reeling from its ancient weakness, silver.

Shortly thereafter *Magic* exposed the werewolves' second vulnerability—fire—by using an Incinerate and a Kaervek's Torch to blow away two more of *Rage*'s pack members. A few more turns of carnage and all *Rage* had left was Iglanotti the Wise, a wererat ally with virtually no attack capabilities.

"Give up!" *Magic* cried. There's no way you can kill me with that piddly old rat!"

And with that he hurled a massive Fireball at Iglanotti, more than enough to toast the rodent to a cinder. But Iglanotti used a little magic of his own, calling upon the gift Kiss of Helios, which made him immune to *Magic*'s fire attack.

Then, much to everyone's surprise, Iglanotti called upon a little more magic—and played Gaea's Vengeance.

The powerful gift did 10 points of damage, knocking *Magic*'s life total down to zero.

"That's for Fireballing *Dr. Who*!" *Rage* sneered as he played the card. Stunned, *Magic* sat back helpless. The champion had been dethroned—by direct damage!

And so *Rage*, the game whose previous *InQuest* claim to fame had been its minty taste [*Swan Song*, *InQuest* #18], emerged as this year's champion. What will we have in store next year? Who knows? Maybe we'll just put all the game designers in a steel cage and let *them* battle it out. Or maybe we'll just put all the different cards to a taste test. Mmm...minty flavor. Or maybe it's time for CCGs vs. RPGs...

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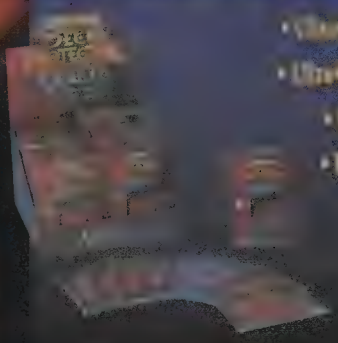

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LIVE AND LET DIE

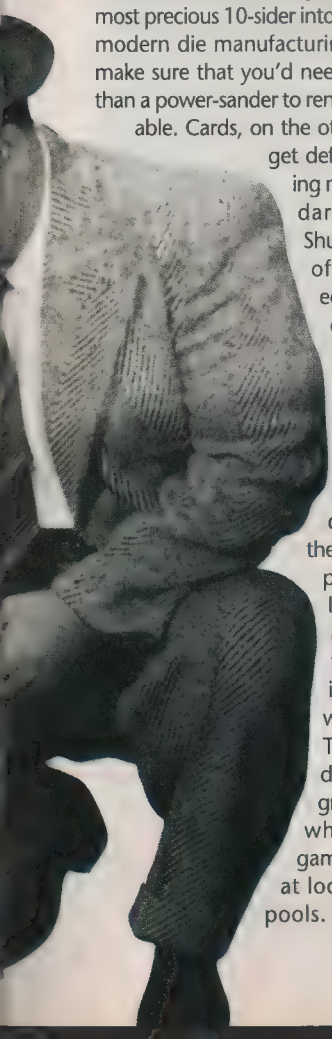
GETTING IN TOUCH WITH THE LATEST IN COLLECTIBLE GAMING: DICE!

By Jason Schneiderman

If you think that dice are only good for keeping track of your life points in *Magic* or figuring out if your 'mech missiles hit in *Battletech*, you're missing out on the newest wrinkle in the world of tradable games. Collectible dice games—CDGs—combine the best qualities of CCGs and more traditional types of gaming, and then attach them to the best-selling game accessory ever: polyhedral dice! And the thousands of people who play games like *Dragon Dice*, *Chaos Progenitus* and the *Star Trek: The Next Generation CDG* have discovered just how much fun they can be.

Why dice? A big part of it is that gamers love them. There's nothing like scooping up a handful and watching them bounce across the table. You can rattle them in your hand, spin them on their sides or toss them at sore losers and listen to the noise they make as they roll across the floor. (The dice, that is, not the sore losers.) Cards may have the advantage as far as visuals go—you won't find an oil painting on a die facet—but when it comes to sound, texture and movement, dice win, hands down.

Dice are also more durable than cards are. You'll never see anyone sliding their most precious 10-sider into a "die sleeve"; modern die manufacturing techniques make sure that you'd need nothing less than a power-sander to render a die unusable. Cards, on the other hand, can get defaced by nothing more than standard handling. Shuffle a card too often and the edges will wear down, the picture will fade and it'll be declared "unusable." On the other hand, you can drop a die into the ketchup while playing at the local diner and all you'll need to salvage your investment is a wet napkin. There are even dedicated groups of gamers who play dice games *underwater* at local swimming pools. Try that with your limited edition Time Walk some time.



"Shuffle a card too often and the edges will wear down, the picture will fade and it'll be declared "unusable." On the other hand, you can drop a die into the ketchup while playing at the local diner and all you'll need to salvage your investment is a wet napkin."

Lastly, dice games are easy to get involved with. The top price for a single die on the collector's market is around $30—most dice sell for a lot less, especially on the Internet—but it's easy to play with only the common ones that get passed around like marbles. Since dice are more difficult to manufacture than cards are, the sets tend to be smaller, making them easier to collect. And, because there's no room for three paragraphs of text on the face of a die, the rules for the games are clearer and less ambiguous. You'll seldom find controversies over timing issues or textbook-thick errata and clarifications. The dice do what the rules say they do.

CDGs vs. CCGs

The "fun-factor" of dice games is a big draw for interested gamers. However, it's just another neat gimmick if there's nothing to the games themselves. What gamers who play CDGs find, though, is that besides how enjoyable it is to toy with dice, CDGs have a lot to offer that collectible card games can't.

Take the helm of the *Enterprise-E* in Five Rings Publishing's first forray into the CDG market.

Tradable games, whether you mean

[illegible] ning, like destroying your opponent's [illegible] or taking control of the game environment. During your turn, you gather strength, plan your decisions and try to take your opponent down. When it's not your turn, you distribute what's left of your power and defend against the attacks of others. The person with the most effective tactics and the most skill in using them wins.

Or, at least, that's what's supposed to happen. What gets in the way of pure strategy is the role of luck: a shuffled deck, a random draw or a rolled die takes some of the power away from the player and places it into the hands of chance. And the biggest difference between the way CDGs and CCGs play is in how they deal with luck.

In a CCG, randomness is seen as an obstacle to overcome. Players build their decks from as few cards as possible, often based on specific ratios, like the "1/3 land" guideline for a *Magic: The Gathering* deck. They'll often put in duplicates of cards, so they have better odds of drawing them. They count on particular combinations of cards showing up repeatedly. And, if after all this preparation the player's opening hand still isn't satisfactory, many games will allow you to reshuffle your hand into your deck and try again. In other words, a good CCG deck is designed to play the same way, game after game, no matter who uses it. It should almost play itself.

In collectible dice games, the random element is the heart of the game. No matter how well you construct your pool of dice, you can never be sure exactly what will come up in a given situation. This shifts the emphasis from the decisions made in construction to those made in play. A CDG player has to be able to switch tactics from round to round, taking advantage of what's available at the time.

The other difference in playing with cards and dice is in the eye of knowledge. A card in a CCG is always [illegible]

hidden until it's used, whether face down in a deck or fanned out in your hand. Once you play it, though, you know exactly what it does. In a CDG, all the dice are exposed; in fact, you'll see your opponent roll his in front of you. However, no one's quite sure what a die will do until it stops moving.

Casting the First Stone

The story of CDGs begins, not surprisingly, with the collectible card game boom of a few years back. After CCGs took the games market by storm, lots of game designers were looking for the best way to, well, cash in on it. Since "yet another card game" would blend in against the sea of CCGs being released, they searched for a medium with the appeal of cards. It wasn't long before Jeff and Jason Siadek of Gamesmiths, Inc. took the plans they had for a roleplaying game and decided to produce it instead as a collectible game featuring painted, blue six-sided dice. The result was *Throwing Stones: Fantasy*, the first collectible dice game, which was released in early 1995.

The *Magic* of CDGs, *Dragon Dice* has sold at a rate of nearly one million dice per month.

While the Siadek brothers were working in California, similar ideas were being tossed around at TSR, the second largest game manufacture in the world and publisher of the classic *Dungeons & Dragons* series of roleplaying games. TSR had already made a foray into collectible games with its *Spellfire* CCG; however, the response wasn't nearly as spectacular as that for games like *Magic: The Gathering*. It was at this time that game designer Lester Smith began to put together the seeds for what would become the best-selling CDG to date: *Dragon Dice*.

"A fellow came to TSR with a set of six-sided dice that you could slide the faces in and out of," says Smith. "The original idea was to use them in a game of shapeshifter combat...switch the faces and transform into a werewolf or a sphinx. Those plans broke off, but we were still interested in the idea of doing a collectible dice game. We discussed several options—a miniatures-style game, a roleplaying one."

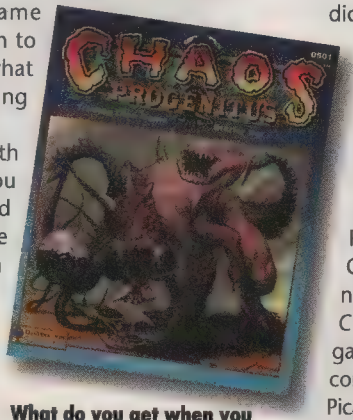
Smith took the lead in designing the game. Although his basic concept of "lots of little miniatures" stayed the same, there were many changes as a result of the playtest. Originally, for example, there were no levels of rarity—all dice were equally available. Dori Hein, designer/editor for *Spellfire* and *Dragon Dice*, describes the original playtest versions as "these strange dice covered with stickers—since the icons hadn't yet been determined, there were these codes and tables" that described what the dice actually did.

The finished product debuted in July of 1995 at conventions like DragonCon in Atlanta and TSR's own GEN CON. Since the game has been released, *Dragon Dice* has been sold at a rate of nearly one million dice per month, making its position as the highest-selling CDG unassailable. It was selected as 1995's "Best Fantasy or Science Fiction Board Game" at Origins, and *Games Magazine* chose the game as 1995's "Adventure Game of The Year." To top it off, it's supported by the second largest gaming-related company in the world, with all the marketing and merchandising power that entails. If you've seen a collectible dice game played at all this year, it was probably *Dragon Dice*.

Shaking It Up

The success of *Dragon Dice* has opened up the marketplace for several new collectible dice games. One of the most anticipated is the *Star Trek: The Next Generation Collectible Dice Game* from Five Rings Publishing Group. Originally titled *First Contact*, this game of starship combat between Picard's *Enterprise-E* and the Borg Queen's Sphere was one of the top 10 collectible games ordered by retailers this holiday season, who were hoping to catch the wave of popularity sparked by the release of the latest Trek film, "Star Trek: First Contact." When a misprinted run of dice delayed the release of the Borg dice—half the set—until the middle of January, many worried that the heat had been lost. Those who played the game in its preliminary versions, however, found the game's unique blend of tactics and action appealing, and are looking forward to the set's full debut.

Lester Smith has left TSR, and seems to be working on becoming the Richard Garfield of collectible dice gaming. His



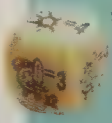
What do you get when you have three eyes, five tails and a single lung? Lester Smith's latest CDG creation!

THE DIE IS CAST

So, how does a collectible die get made, anyhow? After talking to Lester Smith, Dori Hein and Ryan Dancey (the head of development for Five Rings Publishing, the makers of *Star Trek: The Next Generation CDG*), here's what we put together:

Unlike collectible card games, which can be printed with all sorts of information in huge quantities for a relatively inexpensive cost, the features of dice are largely limited by the capabilities of the dice manufacturers, most of whom are located in Asia. One must pay particular attention during the design of the icons to things like the thickness of lines, the clarity of the ink and the variety of plastics available. Sometimes this has an effect on the gameplay itself. For instance, the reason that there are five colors in the basic set of *Dragon Dice* is that those are the five colors of plastic available at the diceworks in Hong Kong where the game is made.

Once all the design decisions are made and the icons designed, they're laid out onto a flattened model of the die—as if you detached the facets from one another and set them side by side. A computer traces the outline and translates it to a machine, which then makes the mold.

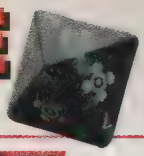


Each mold holds about 28 copies of the same die. Hot plastic is squeezed into the mold, which is then spun to eliminate any air bubbles that might throw off the die or mar the image. Once the dice cool, they're sent into an array of ink sprayers, which color the recesses of the icons so that they're legible. The dice are then dumped into large trays where they're collated, placed into boxes, wrapped and shipped. Voilá! Sculpted dice.

Dragon Dice™ & © 1995 TSR, Inc. *Chaos Progenitus*™ 1996 Destination Games.

GAMERS' PARA-DICE

THE LOW-DOWN ON COLLECTIBLE DICE GAMES



CHAOS PROGENITUS

PUBLISHER: Destination Games
GENRE: Gladiatorial Combat
SET SIZE: 175, with one expansion set, *Plague Beasts*
PACKAGING: 13-die boxes
SUGGESTED RETAIL: $9.99 for the basic set; $6.95 for the expansions
WEB: http://www.wisenet.net/users/destinationman/home.htm
BREAKDOWN: Create a big ugly creature and let it battle another equally big, equally ugly creature to the death.
THE LOWDOWN: As much fun as a good "B" horror movie or one of those head-to-head fighting games.

RATING:

DRAGON DICE

PUBLISHER: TSR
GENRE: Fantasy
SET SIZE: More than 200, with six expansion sets
PACKAGING: Basic Set of 18 dice; kicker packs with 8
SUGGESTED RETAIL: $9.95 for the basic set, $5.95 for the kickers.
WEB: http://members.aol.com/tsrdavide/ddice.html
BREAKDOWN: Assemble fantastic armies and battle to conquer terrain using melee, missiles and magic.
THE LOWDOWN: Hey, you read the article. If any game's a sure thing, this one is. The latest kicker set, *Frostwings*, is due in March. Soon after comes the *Dice Commander's Manual*, a player's guide. And a computer-based version of the game is coming from Interplay this summer.

RATING:

DICEMASTER

PUBLISHER: Iron Crown Enterprises
GENRE: Fantasy
SET SIZE: 150+ dice, with three expansions
PACKAGING: Fixed 32-die boxed set
SUGGESTED RETAIL: $24.95
WEB: http://www.ironcrown.com/
BREAKDOWN: Characters travel from locale to locale, fighting monsters and gathering rune tiles.
THE LOWDOWN: As of press time, the game was stillborn—no release due to manufacturing difficulties. The playtest version was lacking in variety and seemed fairly dull. Played well solitaire, though.

RATING:

MARVEL SUPER DICE

IT'S CLOBBERIN' TIME!

PUBLISHER: TSR
GENRE: Comic book heroics
SET SIZE: Unknown. Three expansions planned.
PACKAGING: Basic Set of 16 dice; kicker packs with 8
SUGGESTED RETAIL: $14.95 for the basic set; $8.95 for the kickers.
WEB: http://members.aol.com/tsrinc/1997/1997mdice.html
BREAKDOWN: Assemble teams of superheroes and battle to conquer terrain using...well, superhero things.
THE LOWDOWN: Set for release in May, *Super Dice* is based on Marvel Comics and has similar mechanics to *Dragon Dice*. The basic set features the X-Men. Future expansions will have the Fantastic Four and the Avengers.

RATING: Not Applicable.

STAR TREK THE NEXT GENERATION COLLECTIBLE DICE GAME

PUBLISHER: Five Rings Publishing Group
GENRE: Science Fiction
SET SIZE: 50 dice; 25 Federation, 25 Borg
PACKAGING: Ship Starter Set of 25 dice, First Contact boxed set of 50
SUGGESTED RETAIL: Starter Set: $9.95. Boxed Set: $19.95
WEB: http://www.frpg.com/startrek/
BREAKDOWN: Starship combat in the 24th century. Allocate power, set ship systems, blow stuff up.
THE LOWDOWN: The mechanics are similar to the classic game, *StarFleet Battles*. Once the game finally hits shelves in its entirety, the strength of the "Trek" license should carry it forward. Upcoming expansions will add new dice to Federation and Borg ships, and introduce ships for the Klingons, Romulans, Cardassians and Ferengi.

RATING:

THROWING STONES

PUBLISHER: Gamesmiths, Inc.
GENRE: Fantasy
SET SIZE: 33 dice
PACKAGING: Tube of 8 collectible dice and one standard six-sider.
SUGGESTED RETAIL: $9.95
WEB: http://www.io.com/~wasson/gs.html
BREAKDOWN: Create characters and either duel in an arena or go adventuring. Basically, an RPG.
THE LOWDOWN: *TS*, we hardly knew ye. A solid game with interesting mechanics that died from underexposure. If you find a tube, pick it up. Just make sure you buy the expanded rule book, too. The one enclosed is inadequate

RATING:

newest game is the gladiatorial *Chaos Progenitus*, which has developed a cult-following because of its breakneck pace and blood 'n' guts theme. Smith's also got two or three more dice games in the works, about which he's being understandably tight-lipped.

TSR, on the other hand, is taking its success with *Dragon Dice* and trying to apply it to the world of comic book heroics. The new game, *Marvel Super Dice*, will be released in April, and has similar mechanics to *Dragon Dice*, but replaces the armies of elves, goblins and dwarves with the likes of Marvel Comics characters like the X-Men and the Avengers.

On a Roll?

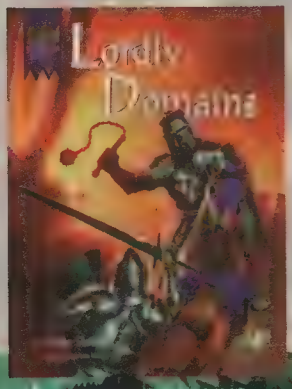
So will *Dragon Dice*'s Beholder be as collectible as *Magic*'s Juzam Djinn? Will CDGs be the wave of the future? Many people seem to think so. When *Dragon Dice* was being developed, one of the big questions posed by Dori Hein was "What would be good to pick up and play on a Friday night? Something portable and fun." And that's just what collectible dice games have turned out to be. If you're looking for a change from your everyday deck, pop open a box and give 'em a twirl. Or a spin. Or a roll...

Jason Schneiderman tried playing a dice game under water. It was a blast...until the tide went out.

ROLE CALL

FEBRUARY roleplaying releases

▲ UNDERWORLD SOURCEBOOK



▲ LORDLY DOMAINS

February is traditionally a weak month for roleplaying game releases, but you wouldn't know it by this batch of products. True, there are no earth-shattering releases of brand-new games, but there's a lot of good solid stuff to support all that stuff you picked up over Christmas.

CHAMELEON ECLECTIC

EARTHFORCE SOURCEBOOK. The first supplement for *The Babylon Project* concentrates on humanity's military forces. It includes in-depth stuff about starships and a starship combat system by Jon Tuffley, designer of the popular *Full Thrust* rules. 128 pages. $18.

CHAOSIUM

A RESECTION OF TIME. A brand-new *Call of Cthulhu* , two-part mini-campaign for modern-day investigators, this includes a trip to Arkham and a visit to the haunted jungles of the Yucatan. 64 pages. $11.95.

LORDLY DOMAINS. This a complete revision of the *Nobles Book* for *Pendragon*. It covers the nobility, both their privileges and their obligations, and tells how to build a castle. 128 pages. $19.95.

DESTINATION GAMES

PULP DUNGEONS SERIES 4: TWO SIDES OF THE COIN. This is a two-part generic fantasy adventure. In *Treasure Most Magical*, dwarven coins spend themselves to hire monsters to keep the heroes from taking them, and in *Fools and their Money* the same coins (now in the adventurers' hands) try to foil the heroes' trip back home. 32 pages (half-sized) each. $4.95 each.

DUNGEON MAKER. The first full-sized *Pulp Dungeon* book gives you a complete system for randomly generating underground labyrinths with your gaming dice. 32 pages. $7.95.

THE STARS, OUR DESTINATION. The first in the *Pulp Starships* line (inspired by the *Pulp Dungeons* line), this generic SF adventure takes your heroes to the edge of the Frontier and the bowels of an ancient library. 32 pages (half-sized). $4.95.

STEEL AND CIRCUITRY. The second *Pulp Starship* generic SF adventure rockets your heroes into an unexplored world populated by alien robots set on stealing your ship. 32 pages (half-sized). $4.95.

FASA

UNDERWORLD SOURCEBOOK. This *Shadowrun* sourcebook details the other denizens of the criminal world (besides the shadowrunners, that is): organized crime, like the Yakuza, Mafia, Triads, and Seoulpa Rings. Plus, there's details on less reputable gangs and the Ork Underground. 112 pages. $15.

ARCANE MYSTERIES OF BARSAIVE. This sourcebook offers over 200 new spells for *Earthdawn* magicians of all kinds, including high-Circle Named spells and Ritual spells. There's also a number of new talent knacks and magical items for the rest of the adventurers. 104 pages. $15.

IMPERIUM

THE EMPEROR'S ARSENAL. The latest *Traveller* sourcebook describes in detail all the weaponry used in the era of Cleon's new Imperium. No self-respecting, SF gun nut would be without one. 108 pages (including some color plates). $20.

IRON CROWN ENTERPRISES

ARNOR: THE PEOPLE. This is the first of a two-part update of the long-out-of-print *Arnor* book for *Middle-earth Roleplaying*. It concentrates on the history of the people of Arnor and their struggles with the Witch-king of Angmar and has new Liz Danforth illustrations. 232 pages. $22.

METROPOLIS

INFERNO. This *Kult* sourcebook reveals more than your character would ever want to know about the Inferno (a.k.a. Hell), including details about Astaroth and the Nine Circles of Hell. It comes in the disturbing, metallic duotone that really sets the *Kult* books apart. 96 pages. $19.95.

PINNACLE ENTERTAINMENT GROUP

INDEPENDENCE DAY. The second in Pinnacle's hot new series of Dime Novels (half

◀ FIRESTORM: STORMFRONT

Underworld Sourcebook ™ & © FASA, Inc. *Lordly Domains* ™ & © Chaosium. *Firestorm: Stormfront* ™ & © R. Talsorian Games.

fiction/half adventure) transports you to Dodge City on the centennial celebration of the birth of the USA. Follow the exploits of the heroes of the *Deadlands* in this latest installment. 64 (half-sized) pages. $4.95.

R. TALSORIAN GAMES

FIRESTORM: STORMFRONT. The first in a pair of sourcebooks detailing the Fourth Corporate War, this concentrates on the early stages of the conflict that's due to reshape the future world of *Cyberpunk* in time for the third edition later this year. Look for part two—*Firestorm: Shockwave*—in April. 144 pages. $18.

STEVE JACKSON GAMES

GURPS: REIGN OF STEEL. This *GURPS* sourcebook introduces a world in which the robots have taken over, and things don't look good for the home team (us) in 2046. It can be used alone or with *GURPS Robots*. 128 pages. $17.95.

GURPS: ROBOTS. This out-of-print sourcebook coincidentally gets reprinted this month. It covers rules for designing your own 'bots, as well as statistics for several types of premade robots familiar to fans of science fiction. 128 pages. $17.95

TSR

HEROES OF DEFIANCE. This *SAGA* supplement introduces rules for playing freedom fighters in the *Dragonlance: Fifth Age* setting. Boxed set (96 and 48 pages and a map sheet). $20.

RAVENLOFT: DOMAINS OF THE DEAD. The popular horror demiplane for *Advanced Dungeons & Dragons* gets

updated in this new hardcover book, making it a full campaign setting. Features new rules for creating *Ravenloft* characters. 288 pages (with a map sheet). $30.

TALE OF THE COMET. Lasers and lances clash as a spaceship crash-lands on a fantasy world and right into your *AD&D* campaign. (Anyone remember the old adventures *Beyond the Barrier Peaks*?). Boxed set (64, 64, and 32 pages, two map sheets, and eight cards). $30.

WEST END GAMES

PIRATES AND PRIVATEERS. This supplement gives you all the info you need to play or run a privateer campaign in the *Star Wars* universe. It comes with new character templates, equipment, guidelines for ship mods, and a detailed index of pirate ships, organizations and shadowports. 128 pages. $18.

WHITE WOLF

CLANBOOK: RAVNOS. The latest sourcebook for *Vampire: The Masquerade* reveals some of the secrets of these Romany (that's Gypsy, not Italian) bloodsuckers. New tricks for Chimerstry and much more. 72 pages. $10.00

TRIBEBOOK: NUWISHA. Uncover the lore of the trickster werecoyotes in this second Changing Breed sourcebook for *Werewolf: The Apocalypse*. Gifts, fetishes, killer pranks and lots of ACME products...well, maybe not the last bit. 72 pages. $12.00

▲ CLANBOOK: RAVNOS

•InQuest Product of the Month•

Mutant Chronicles: Second Edition
from Heartbreaker Hobbies

Mutant Chronicles was first released in 1993. The mix of dark fantasy and low-tech future wars (called "techno-fantasy") fashioned a compelling solar system in which megacorporations govern the human worlds of our solar system, while the demonic Dark Legion strives to subjugate us all. As the tag line reads, "This is the time for heroes," and you're one of them.

The game's popularity has surged over the years with the release of the *Doomtrooper* collectible card game and the *Warzone* tabletop miniatures game, both set in the same universe. There have also been a *Mutant Chronicles* trilogy of novels and a comic book mini-series, and a movie is in the works from Pressman Films (*Judge Dredd, The Crow*)

This updated and expanded version of the RPG has a brand-new, *Warzone*-like layout featuring 32 color pages, plus character archetypes and an introductory adventure to get you started. 256 pages. $29.95.

Mutant Chronicles ™ & © 1998 Target Games AB. Clanbook: Ravnos ™ & © 1998 White Wolf Game Studio. Mutant Chronicles ™ & © 1998 TSR, Inc. Clanbook: Ravnos ™ & © 1998 White Wolf Game Studio. Tale of the Comet ™ & © 1998 TSR, Inc. Heartbreaker Games & Hobbies.

THE MAGIC SOURCE

Visions, the first expansion set for Mirage and the 10th expansion for Magic. Visions brings over 160 new cards to the world of Magic. This expansion has been designed by the same team that brought you Mirage. This should be a good indication of what to expect from Visions--great cards and art! Visions is sold in 15-card booster packs and 36 packs per box. Order today!

This game is licensed from FASA's popular war game. In the game, cards will represent individual BattleMechs, Stars (or points) of armored infantry, companies of regular infantry, strategic locations, legendary individuals, etc. The set includes over 300 cards and is packaged in 60-card starter decks and 15-card booster packs. The card game will be set in the years from 3050 to 3052, about the time of the introduction of the Clans. We are taking pre-orders for the unlimited set.

We have Battletech limited edition singles available!

DICEMASTER

This game combines strategy, roleplaying and tons of cool dice into an epic game between any number of opponents. Race from city to city attempting to uncover ancient mysteries. Recently we had an opportunity to see some samples. All we can say is WOW! Call for prices!

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The InQuest world guide to TATOOINE

BY PAUL SUDLOW

SYSTEM DATA

REGION: Outer Rim Territories
SECTOR: Arkanis
SYSTEM NAME: Tatoo
STAR NAME: Tatoo I (G1 star), Tatoo II (G2 star)
PLANETS: Tatooine, Ohann, Adrianna

PLANETARY DATA

AVERAGE TEMPERATURE: 65.5° C (outside temperate zone); 43° C (inside temperate zone)
HYDROSPHERE: Dry
GRAVITY: Standard one G
TERRAIN: Desert
LENGTH OF DAY: 23 standard hours
LENGTH OF YEAR: 304 local days
SAPIENT SPECIES: Humans, Jawas, Sand People
POPULATION: 80,000 (estimated)
PLANET CLASSIFICATION: Smuggling, trade, subsistence
MAJOR EXPORTS: Various smuggled cargoes (munitions, security devices, spice), minerals (salts, silica products)
MAJOR IMPORTS: Water, foodstuffs, metals, technological goods

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TOUR TATOOINE

On the face of it, there are better places to spend one's time than Tatooine, a little sun-baked brick of a world people have heard of only because it lies near the nexus of two major trade routes. And your typical tourist isn't likely to wander out this far from the comforts of the New Republic—it gets rough out here.

You, on the other hand—you're a spacer. Traveling to distant ports is your business, and you can do without creature comforts when you have to. But still, even a spacer yearns for some time to unwind, and when you've made the long haul from the Core to the Outer Rim Territories, there isn't a better place to layover and take a break for parsecs around than Tatooine. Trust me. My job is scouting these places out.

Make the best of a limited selection; put down at Mos Eisley, have the ship serviced and take in a few sights. If you like things relaxed and laid back, hang around. Kick back in a cantina or take in the glass sculptures.

But if you're sick of being cramped up in a small pressurized cockpit for days on end, you may be up for more outdoorsy activities, and for that, Tatooine has plenty to offer, from skyhopper races through the canyons of the Jundland Wastes to canned tours of Luke Skywalker's childhood home (recently restored to its original condition). You could even hire a guide and go hunting for a krayt dragon or two if you're sufficiently insane.

Tatooine is extremely hot, though, so be prepared to deal with it. In fact, the system's twin suns keep Tatooine so hot there's only one temperate zone on the planet capable of supporting human life—a broad swatch of land encompassing the Dune Sea, the Jundland Wastes and surrounding flatlands. Fierce and deadly sandstorms periodically sweep into the inhabitable areas from the outer inferno.

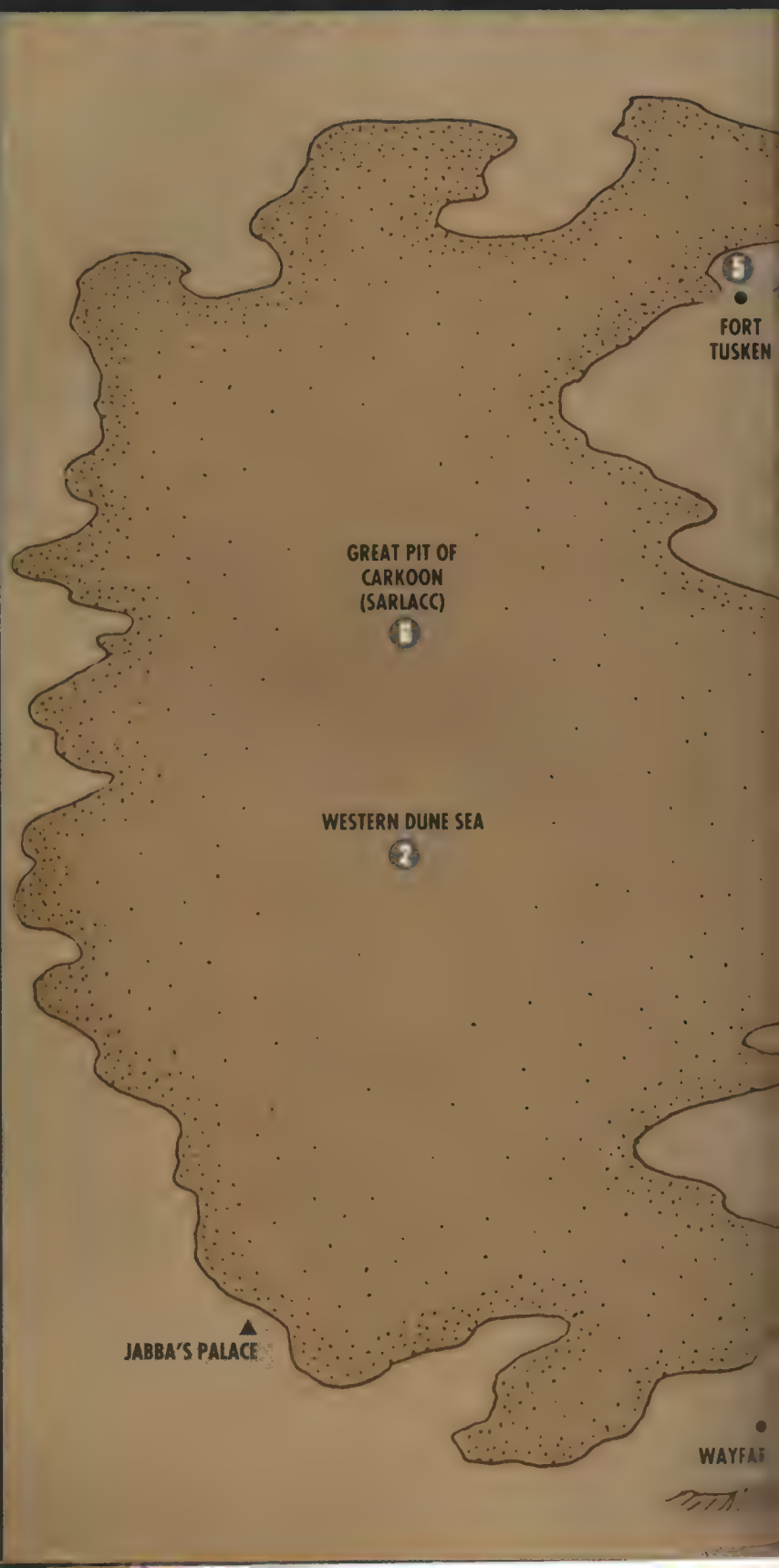
Sound like fun? Then you've come to the right place.

FAMOUS PLACES

1. MOS EISLEY

Mos Eisley—the only major starport on the planet—is likely to be your first stop on Tatooine. It isn't much to look at by galactic standards—a few dozen blocks of adobe towers, blockhouses and sunken villas—but it's the best the planet has to offer, and by those standards it's a veritable shining city on a hill. There is no spaceport proper in Mos Eisley; sunken landing bays are scattered throughout the city. Tip the customs official assigned to your bay heavily if you don't want your name and image sold to every grifter and pickpocket in town. Inside the

MAP OF



TATOOINE

city you'll find samples of Tat... sights, sounds and cu... cal performers and bands ... bantha and ronto barbe... museums, Jawa traders d... junk, and all the gambling and d... can handle

2. DUNE SEA

The Dune Sea is not at all hospitable ... elers, but since it falls within Tatooine's ... perate zone, various wanderers ... occasionally obliged to enter it. Jawa lore claim the Dune Sea was once an ocean, and the geological record bears this theory out.

There are a lot of spaceship wrecks littering the landscape from some ancient battle, gives the Jawas something to dig for, I guess. Other than that, not much to see.

3. JUNDLAND WASTES

Characterized by rocky canyons and towering mesas, the Jundland Wastes are home to some of Tatooine's fiercest living dangers, from marauding bands of Sand People to the dreaded krayt dragons. Some of the locals enjoy racing through the canyons of the Wastes in souped-up skyhoppers. If you'd like to "weave the needle" in Beggar's Canyon or practice your marksmanship on the local wildlife, you can rent a skyhopper in Mos Eisley or Anchorhead and have a go at it.

4. ANCHORHEAD

Anchorhead is one of the many dustball towns scattered across the flatlands of Tatooine. I mention it only because it has some historical significance, being the childhood home of the celebrated Jedi Luke Skywalker. It's part of the Skywalker Tour established by the Tatooine Visitors Bureau (TVB)—the TVB runs packaged tours out to the Lars moisture farm.

5. FORT TUSKEN

In the early days of the colonization efforts on Tatooine, Fort Tusken was one of the more successful moisture farm settlements. Unfortunately, the near-constant Sand People raids and harsh weather ultimately wore down the settlers' resistance, and Fort Tusken was abandoned to the scavengers and elements. Ghost towns are always fun to explore, but this one still has its dangers. Make sure you are part of a large, well-armed party if you go.

6. GREAT PIT OF CARKOON

The Great Pit is a deep sinkhole located in ... wastes of the Dune Sea. The pit ... fame from the terrible creature which lurks at the bottom, waiting to devour an ... lifeform which tumbles down into ... maw: the dreaded sarlacc. The rusted hulk of a sailbarge at the mouth of the ... belonged to the ... who died at this ...

TOURIST ATTRACTIONS

MOS EISLEY CANTINA

Everyone knows what you mean if you ask about this place. It's the one by the big spaceship wreck in the old quarter's business district. The Cantina isn't a recommended stop if you're just sight-seeing—it gets rough in there. On the other hand, if you're looking to sell or buy "unofficial" cargo, the Cantina is the place to start inquiries.

OBI-WAN KENOBI'S HUT

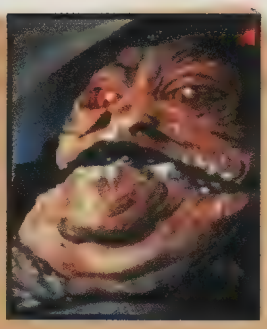
The small adobe structure Obi-Wan called home for many years is located in the western regions of the Jundland Wastes, on the very edge of the Dune Sea. It isn't on any of the TVB tour maps, basically because it is private property. The Tatooine officials don't like it spread around, but I think I sniffed out the real reason: Luke Skywalker owns it. He stays here when he visits Tatooine.

LARS MOISTURE FARM

The childhood home of Luke "Wormie" Skywalker is located a few kilometers out of Anchorhead. The old Lars homestead, destroyed by Imperial stormtroopers some years ago, has been bought by the TVB and restored. If historical sites are your thing, TVB runs tours through the place every week or so.

Left: The streets of Mos Eisley. Right: Dinner at the Lars farm.

Jabba the Hutt



JABBA'S PALACE

If you like your historical sites on a grander scale, maybe the former domain of Jabba the Hutt will suit you. The imposing sandstone structure looks as if it has stood on the southwestern edge of the Dune Sea for ages, which some say it has. Jabba and his henchmen are long gone, leaving the structure to the B'omarr monks who live in its depths. High points include Jabba's throne room and rancor pit (where the bones of the mighty beast can still be seen). Always travel armed while in the Palace; some bandits manage to creep inside despite the monks' best efforts.

FAMOUS FACES

OBI-WAN KENOBI

Nowadays, just about everyone has heard of Obi-Wan Kenobi, hero of the Clone Wars and Jedi Knight of the Old Republic. During his long years in hiding on Tatooine, he embraced the identity of "crazy old Ben," the slightly addled hermit of the Jundland Wastes. For years Kenobi watched over Skywalker, awaiting the moment the boy would be ready to take up his father's lightsaber and bring down an empire.

LUKE SKYWALKER

The galaxy's only living Jedi Knight. The killer of a Death Star. The hero of the Rebel Alliance. Luke Skywalker is all of these things and more. Hard to believe he got his start on the dusty streets of Anchorhead. But he did. And there are still plenty of people around who remember what he was like as a kid, and will regale you with stories all afternoon for the price of a blue ale or two.

BIGGS DARKLIGHTER

The son of affluent merchant Huff Darklighter, Biggs grew up in Anchorhead with Luke Skywalker. He attended the Imperial Academy before defecting to the Rebel Alliance. Biggs then participated in several key battles for the young Rebellion before losing his life in the Battle of Yavin. Next to Luke Skywalker, Biggs Darklighter is probably Tatooine's most famous son.

JABBA THE HUTT

Before his death at the hands of Leia Organa-Solo, Jabba Desilijic Tiure was one of the most powerful crime lords in the Outer Rim Territories. Jabba dealt in every form of crime imaginable over his long career, from smuggling and spice-dealing to assassinations and slavery. In the later years of his life, he ruled his empire from an ancient palace located on the perimeter of the Dune Sea.

BIB FORTUNA

The wily Twi'lek Bib Fortuna served for several years as Jabba the Hutt's majordomo. As Jabba's right-hand man, Fortuna handled the day-to-day affairs of Jabba's Palace—keeping the servants and courtiers in line, maintaining Jabba's books and schedule, and acting as liaison with the B'omarr monks who lived in the palace depths. No one knows quite what's become of Fortuna since his master died.

NATIVE LIFEFORMS

Jawas

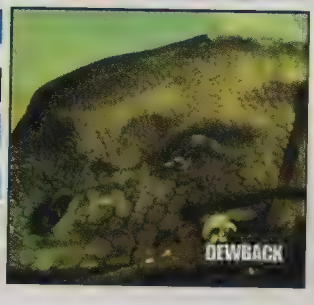
These rodent-like scavengers range over the Dune Sea in giant steam turbine sandcrawlers, ever on the look-out for salvageable junk. A common sight in Mos Eisley, Jawas are easily recognized by their diminutive statures, glowing eyes and dun-cloaked forms. Be wary of purchasing Jawa appliances, such as droids. Their wares function and are attractively priced, but seldom hold together for long. Still, in a pinch, they're better than nothing.

Sand People

The aggressive Sand People keep to the wilds of the Jundland Wastes, getting from the desert what they can, and stealing what they can't. Sand People swathe themselves in bandages as protection from the harsh elements. Avoid all contact with Sand People. They are intensely distrustful of strangers in the best of times, and relations with settlers aren't in the best state at present. Outlying settlements and moisture farms are periodically attacked by Sand People war parties. Before it was abandoned years ago, Fort Tusken was attacked so many times the Sand People became known as Tusken Raiders.

Bantha

Banthas are shaggy quadrupeds capable of going weeks without food or water, making them well-suited for Tatooine's inhospitable environment. They are used as mounts and pack animals by Sand People and moisture farmers, and are far more agreeable than the ronto. Though not truly native to Tatooine, the Bantha were transported here so long ago few remember a time without their services.



Dewback

From fossil remains found in Dune Sea diggings, biologists theorize that the large reptilian dewback is descended from an aquatic creature which once swam the oceans of a young Tatooine before the heat of the twin suns boiled the seas away. The dewback is used as a beast of burden by moisture farmers and city dwellers alike, and the civil authorities use them when landspeeders are not practical—unlike landspeeders, dewbacks are able to withstand the terrible heat of Tatooine and its ravaging sandstorms.

Krayt Dragon

The terrible krayt dragon is a large carnivorous lizard that dwells in the mesas and dunes surrounding the Jundland Wastes. It is seldom seen by the inhabitants of the region, though its fearsome roar is often heard echoing in the canyons and crags of the Wastes. Krayt dragons subsist primarily on womp rats, banthas, rontos and dewbacks, though they are not above eating any Tusken Raider, Jawa or human they corner. The Sand People, in turn, hunt the krayt dragon—in particular, young warriors who hope to prove their worth and bravery to their tribe by slaying the dreadful beast.

Ronto

The reptilian ronto is a large carnivore common to the borders of the Northern Dune Sea. In the wild, it subsides on small animals like the cliffborer worms, and uses its long tongue to suck water from funnel flowers secreted in deep cliff wall crevasses. Sand People and Jawas occasionally use rontos as beasts of burden, but the stubborn beasts are extremely difficult to break.

EXPLORING TATOOINE

GENERAL REFERENCE

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- *Star Wars Technical Journal*, by Shane Johnson, Ballantine/Del Rey, 1995.
- *A Guide to the Star Wars Universe*, by Bill Slavicsek, Ballantine/Del Rey, 1994.

FICTION

- *Tales from the Mos Eisley Cantina*, edited by Kevin J. Anderson, Bantam/Spectra, 1995.
- *Tales from Jabba's Palace*, edited by Kevin J. Anderson, Bantam/Spectra, 1995.

GAMES

- *Galaxy Guide 1: A New Hope* (second edition), by Grant Boucher with Paul Sudlow, West End Games, 1995.
- *Galaxy Guide 5: Return of the Jedi* (second edition), by Michael Stern with George Strayton, West End Games, 1995.
- *Galaxy Guide 7: Mos Eisley*, by Martin Wixted, West End Games, 1993.
- *Classic Adventures: Volume Three*, "Tatooine Manhunt," by Bill Slavicsek and Daniel Greenburg, West End Games, 1996.
- *Star Wars Customizable Card Game*, Decipher Inc., 1995-97. Includes the 324-card basic set and *A New Hope* and *The Empire Strikes Back: Hoth* 162-card expansion sets.

WORLD WIDE WEB SITES

- The Official Lucasfilm Star Wars Trilogy Web Site: http://www.starwars.com/
- Decipher (contains the homepage for the *Star Wars CCG*): http://decipher.com/
- The Star Wars Online Fan Club Home Page: http://users.aol.com/starwarsfc/swaol.html
- The Star Wars Home Page: http://www.tswhp.com/fmain.html
- Smuggler's Moon: http://www.angelfire.com/pages0/narshaddaa/index.html

By day, Paul is an editor and game designer for West End Games. Editor would also like to thank Lucasfilm for all the help.

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myths & legends

Exploring the creatures and fables of folklore

SUCCUBUS

BY ALLEN VARNEY

THE LORE

NAME: Succubus
DESCRIPTION: Lustful female demon
ORIGIN: Universal, but especially medieval Christianity
HOME BASE: Hell, presumably
FAVORITE HOLIDAY: Valentine's Day

Don't let your mom read this, okay? Because talking about the succubus inevitably means discussing—well, *you* know. *It*. The naughty topic that alarms moms nationwide, that makes your local game retailer nervous about *XXXenophile*. That's right: making whoopee.

If I sound repressed, so were countless billions of people through history. They lived in a haunted world of sirens (in Greece), *corybantes* (Asia), *drujes* (Persia), *egrigors* (Tibet), *rusalki* (Russia) and many, many other beautiful, menacing spirits who seduced and corrupted humans of the opposite sex.

Demons always seem to pick on repressed people. Most of all, they plagued the pure and proper Christians of medieval Europe. No matter how loudly priests preached against lechery and carnal appetite, they couldn't protect their innocent flock from constant trouble with lascivious demons. These polymorphously perverse beings could assume either male form, called an incubus, or female form, a succubus.

The succubus (SUK-kyoo-bus, from the Latin *succuba*, or "prostitute") is a beautiful demon, usually nude, who tempts men with sins of the flesh. Medieval demonologists believed the incubus (from *incubare*, Latin for "to lie upon") was many times more common than the succubus, because women—considered weak, lustful and corruptible —made easier prey.

It made perfect sense to them: Corrupted women became witches, and behold, Europe was absolutely lousy with witches. Everywhere they looked, witch hunters, who were always male, found evil women foully tempting them to sin, and very often succeeding. Influential witch-hunting manuals like Francesco Guazzo's *Compendium Maleficarum* (1608) and Nicolas Remy's *Demonolatry* (1595) describe many sordid case histories in obsessive clinical detail.

Even good men and women of the cloth weren't immune. Pope Sylvester I (999-1003) was said to have had a lifelong demon mistress named Meridiana.Demons especially liked monks and nuns. The cloistered young nuns of one notorious Ursuline convent succumbed to many debaucheries that we dare not print.

Witch-hunters agreed: These demons had to be stopped. Smoke from burning witches, including children as young as seven, filled European skies for centuries, especially from the 15th to 18th centuries. Heard of the Salem witch trials? Salem was Amateur Hour compared to Europe. Remy, privy councilor to the French duke of Lorraine, claims that 900 witches, "more or less," were executed in Lorraine alone. Even so, audacious females kept tempting these worthy men. The temptations *just wouldn't stop*. The last witch burning took place in rural Italy in the 1850s.

Incubi and succubi still thrive today, at least in roleplaying games. Sure, everyone knows *AD&D* succubi, but have you seen the Lorelei in *Kult*? Infected and changed by an internal parasite, they troll London's nightclubs, looking to seduce mortals and steal their life force (see the supplement *Legions of Darkness*). Demonic sexpots inhabit many other fantasy RPGs, especially the colorful world of Tekumel described in *Empire of the Petal Throne* and *Swords & Glory*. (For another approach to the subject, see Pagan Publishing's *Call of Cthulhu* scenario *Devil's Children*, set during the 1692 Salem witch trials.)

But when you're talking sexy female demons, you're really talking White Wolf. In *Vampire: The Masquerade*, Chicago has a vampiric nightclub called the Succubus Club, not to mention a real succubus named Gulfora who lives under the local science museum (*Chicago by Night*). WW's other Storyteller games also feature plenty of *femmes fatale*—in the most literal sense.

The Succubus Club also shows up in the *Vampire: The Eternal Struggle* card game, and there are cards called succubus in *Blood Wars*, *Guardians* (a slinky Asian lovely), *Wyvern* (Kiss of le Succube), *XXXenophile* (of course!) and, weirdly, *Netrunner*, where Succubus is a rare Runner daemon program.

As for real life, the succubus survives in the literature of sexual psychosis. The incubus, which troubled people's dreams for so long, now shows up in medical books as the "incubus nightmare," a sleep disorder. Victims dream that a heavy weight or creature sits on their chest and sucks out their vitality.

In the old days, an incubus nightmare might have got you burned. Good thing witch hunts don't happen today. Now we only legislate against same-sex domestic partner benefits, hound pedophiles after they've completed prison sentences, and prosecute fathers whose daughters supposedly suppressed painful memories for decades. We live in enlightened times. Just the same, hide this from Mom.

Freelance writer and game designer Allen Varney really doesn't want your mom mad at him.

Night's Daughter © 1993 by Michael Whelan

CONTEST

***InQuest* Presents:**

the Chaos Orb Contest

If there were vending machines on Dominaria, what would they look like? More specifically, what would a vending machine that spits out Chaos Orbs look like?

For a chance to get some great Chaos Orb cards, all you gotta do is draw this imaginary vending machine. Use ink, pencil, paints, markers or whatever. Heck, you can build it out of cardboard if you want. The most original designs will win these:

Chaos Orb
2
Mono Artifact
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Illus. Mark Tedin

Mondo Artifacts:

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Second Prize (25): Each of these 25 lucky winners who still design swell machines will get one of those giant Chaos Orb cards signed by Mark Tedin.

This month's contest is sponsored by us, with a little help from Wizards of the Coast and Mark Tedin.

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No purchase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families, and Che Guevara. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach the form or card to your entry. Enter as many times as you like. Mail each entry separately to: Chaos Orb Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. **All entries must be received at contest headquarters by March 31, 1997.** Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected based on originality and creativity from among all properly completed entries by Wizard Press. Judging will take place on April 15,1997.

For a list of winners, available after April 15, 1997, send a self-addressed stamped envelope to: Chaos Orb Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

the Chaos Orb

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Phone Number (with area code) _____

[on deck] Reviewing the latest releases in collectible card games

Star Trek: The Next Generation Collectible Dice Game

Sure, the starship *Enterprise* stopped the villainous Borg in the recent Star Trek movie, "First Contact", but Starfleet should have entrusted defense of Earth to Five Rings Publishing Group, maker of the new starship-combat dice game licensed from the film. The publisher could simply have delayed the Borg's invasion indefinitely, saving Captain Picard the trouble. After all, Five Rings didn't have Borg dice ready in time for this review, let alone for the film's Thanksgiving release. My games pitted *Enterprise* against *Enterprise*, like a Kobayashi Maru-style simulation. Yet these drills got my heart pumping, and now I hunger to rip into the Borg, or maybe even a few Romulans.

This game actually has nothing to do with "First Contact." Instead, it's an exercise in logistics, like many of its Trek-based precursors (FASA's 1984 *Starship Duel* mini-games, *StarFleet Battles*, and the Decipher and SkyBox CCGs, among others). You command a single ship, represented by two dozen polyhedral dice placed on a colorful control panel (an elaborate version of *Dragon Dice*'s Battle Mat). Eight of these dice serve as mere markers, a terrible waste of design resources.

Getting off to a bad start, the rulebook cover shows the familiar Federation logo upside-down. Inside, it's just as slapdash. Confusingly written and organized, blighted with junior-high level grammatical errors, the rules present a hurdle familiar to fans of the publisher's *Legend of the Five Rings* CCG. As with *L5R*, persistent study pays off—but expect to plug rules holes on the fly, the same way *Enterprise* captains like to reinterpret the Prime Directive.

Each turn you and your opponent allocate points from your Warp Cores to "power up" (employ) movement, weapon, repair and special dice. Six-sided dice cost one point each to power, eight-siders two points, 10-siders three, and 12-siders four. In the ensuing "Red Alert" step, players make alternating volleys. In a volley, you can roll one movement die and any number of ship system dice of a single type: weapons, such as phasers or photon torpedoes; damage control, which repairs damaged systems; or sensors, which grant movement and combat bonuses.

Each die you roll is powered down and becomes unusable for the rest of the turn. By attacking with weapon dice, you try to blow away one of your foe's four deflector shields and damage his Warp Core. If his Core reaches zero, his ship blows up.

Movement, though abstract, effectively conjures Trek-style battleship maneuvers. You can use points rolled on a movement die to change your ship's facing (one 90-degree turn per point). This not only guards weak shields, it also brings your weapons to bear; each weapon die can fire only in certain directions. Movement points can also adjust your attack posture (Neutral, Highly Defensive, Slightly Offensive, etc.). Aggressive postures increase weapon damage; defensive postures decrease it, but protect the three shields that don't directly face

[the box]

Star Trek: The Next Generation collectible dice game*

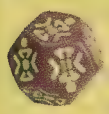
Publisher: Five Rings Publishing
Designer: Dan Verssen
Genre: Space Opera
Set Size: 25 dice
Release: December 1996 (barely)
Packaging: Fixed 25-die boxed Enterprise basic set; fixed '25-die boxed Borg basic set
Suggested Retail: $14.95 each

** Review based on two Enterprise sets; Borg sets not available*

[breakdown]

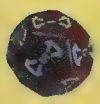
star trek: the next generation dice description

ENGINEERING SYSTEMS



Warp Core Integrity: This 12-sided die shows your current "hit points" and the maximum Power Output you're allowed each turn. If you run out of Integrity points, your ship blows up and you lose.

Warp Core Power Output: Each turn, this eight-sider generates 1-24 power points that you spend to activate Ship Systems dice. If you generate more than 16 points a turn, your Warp Core takes damage.



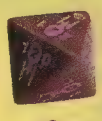
Reserve Power: This 12-sider stores up to 11 spare power points for use in later turns.

MARKERS

Shields: Four ordinary 20-siders mark your shields' current strength. Lame!

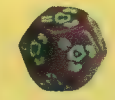
Ship Facing: This dumb six-sider does nothing except show whether you're facing the enemy.

SHIP SYSTEMS



Movement: Impulse engine dice (eight- and ten-siders) that generate movement points. Spend these to change your ship's facing, adjust your aggressiveness, or attack an enemy shield you normally couldn't reach.

Weapons: Phasers (10 sides) and photon torpedoes (12 sides). Each die can fire only in certain directions; for instance, a torpedo die fires either forward or aft.



Repair: Eight- and 12-siders that generate points to heal damage and reinforce shields.

Sensors: This six-sided die is exclusive to the Federation and allows the use of "advanced technology" to modify die rolls and improve performance.

Command: This 12-sider is Captain Picard, who can improve movement, power, or damage results; gain extra attacks or re-rolls; or swap dice in play for those in your dice pool.

your opponent.

Different movement dice emphasize different tactics—general, offensive, reactive to enemy attack or "stressful" maneuvers that give mucho points but can damage the movement die. Once a shield reaches zero, subsequent volley damage to that facing affects internal systems. Roll your enemy's Ship Damage die to determine the system you target: movement, weapons, other systems, or the Warp Core. Damage forces the victim to remove dice of the given type from play, in three stages: off-line, damaged, destroyed. Each die absorbs its value in damage at each stage. For instance, a 10-sided phaser die (value 3) absorbs three points of damage and goes off-line, then three more to become damaged, and three more before finally being destroyed. Good play requires careful decisions about which dice to remove.

In a nice touch, damage is always assessed, even if the amount inflicted is too low to ordinarily damage a die. You thought investing in one 12-sided damage control die (value 4) made more sense than buying two eight-siders (worth 2 each), but now your enemy's lousy one-point attack hits the only available target, that lonely 12-sider. Your entire repair system goes off-line!

But just as in the show, these ships bounce back quickly. In reaction to a successful attack, you can roll one repair or command die to reduce damage or reinforce shields. You can also roll repair dice in your own Volleys. At the end of the turn, shields regain a fixed number of points, and Damage Control teams give you points to bring damaged dice back on-line. And the command die, representing Captain Picard's shrewd tactics, can work wonders in movement and combat—if you roll well.

Of course, playing identical Enterprises against one another does get fairly old after a few games. The rulebook describes a Borg ability to "assimilate" (steal) enemy dice, and it mentions forthcoming character and crew dice that should bring new strategic dimension to the game. Right now I'd settle for just a few booster dice!

Like *Dragon Dice* and *Chaos Progenitus*, the *Star Trek* dice game is a war of attrition. As the game begins, you've got power to burn, your shields look invincible, and you feel as cool as Commander Data. After a couple hits on the Core, though, your power plummets, you maneuver like a wounded goose, and you spend whole turns just fixing stuff. You stare goggle-eyed, like Lieutenant Worf. Tension, frustration, suspense—the game feels much like a good Trek episode.

Because this review is based only on two *Enterprise* starters, Borg-vs.-Federation game balance is impossible to predict, as is the effect of booster dice due this spring. But as of now, Five Rings' "Star Trek" game offers good value and, like the setting that inspired it, promises a bright future.

—Allen Varney

[the good]

- Fun, fast-paced starship combat keeps both players constantly involved. Interesting logistics and tactical tradeoffs between low-powered six-sided dice and more powerful (but vulnerable) polyhedra.
- Starter set is fixed, but flexible design allows many booster dice with new, varied ship abilities. Bring 'em on!
- Attractive Control Panel and Ship Screen put you in that Trek mood.

[the bad]

- Sloppy rulebook suggests a rushed design.
- The dice aren't pretty, and a third of them are really just markers. Counters would work better and cost less.
- No booster dice yet. No multiplayer or ship-building rules yet. No Klingons or Romulans yet. Be patient.

[the ugly]

- The game was original supposed to be titled *First Contact*, to go in conjunction with the movie. Five Rings didn't even come close to meeting their original projected release date of November 30th, and as of this printing, we're still waiting for the Borg dice.
- It's way too easy to cheat. Do you trust your opponent?

Star Trek™ & © Paramount Pictures. Five Rings Publishing, authorized user.

[on deck]

In Nomine

This long-awaited (about three years long!) game from Steve Jackson Games begins with a strangely-uncommon premise these days: In the beginning, God really did create the heavens and the earth. The universe is a divinely inspired composition, referred to as the Symphony and composed of the prime element known as Essence. The Symphony is further broken down into Words—concepts like War, Trade, Fire and Destiny—which are administered by celestial beings trying to conduct the Symphony in ways that will either support the Divine plan (that'd be the angels) or corrupt it (the demons, naturally).

Players, for the most part, play angels or demons of low rank, which means they don't have a Word of their own to administer yet and have to serve an archangel or demon prince in maintaining his or her Word. The races are, predictably, broken down into sub-categories, detailing the kind of "celestial" you are. Seraphim, for example, are noble angels who cannot be lied to. The Lilim are diabolic temptresses who can grant whatever you desire, for a small favor. You can also play lesser spirits, undead creatures or blessed/damned humans. Angels and demons are more powerful, but aren't really part of this world in the way that mortals are and leave a supernatural trail for other beings to follow. Plus, if they violate their essential nature, they gain Dissonance—cosmic demerits that can lead to physical and spiritual corruption.

Character generation is based on a point-system, allocating various amounts to statistics, resources (a catch-all term for perks and skills) and Songs—the various supernatural powers that those attuned to the Symphony can produce. The system works with a clever mechanic called the d666—two six-sided dice rolled against a target number to determine success, with a third used to measure the level of achievement. If a 111 or 666 is rolled, God or Satan (respectively, of course) takes a hand in the matter, with dramatic results.

What's surprising about *In Nomine* is that, for such a volatile topic, the game actually treats its subjects with respect. The angels honestly believe they're doing the right thing (most of the time) and the demons are evil without becoming caricatures. The mythology is fairly correct—*Dragonraid* probably doesn't have angels this realistic—and it manages to do for the Judeo-Christio-Islamic tradition what *Kult* does for the Gnostics and *Nephilim* does for the Hermetics: translate beliefs and faiths into a workable game system.

Best of all, although the game dabbles in the familiar territory of "Monster: The Abstract Noun" games, the irreverent attitude that the game takes towards itself allows it to sidestep the worst clichés of the genre. (Check out the "Demons and their Backrubs" section for an example.) Sure, Basic Black is one way to play *In Nomine*, but it also works well as an epic game of heroism, a hack'n'slash demonic waste-fest or a divine/infernal comedy.

This long-anticipated release makes a welcome addition to any gamer's library. The subject matter may not be for everyone, but the system and the background are top notch. Was it worth a three year wait? Maybe. Would I pay for a copy? Sure thing.

—Jason Schneiderman

[the box]

in nomine

Publisher: Steve Jackson Games
Designer: Derek Pearcy (based on the French *In Nomine Satanas/Magna Veritas* by Croc)
Genre: Divine/Infernal Supernatural Roleplaying
Format: 208-page trade-paperback
Dice Required: Three six-sided dice.
Release: January 1997
Suggested Retail: $24.95
Contact: dpearcy@io.com

In Nomine™ & © Steve Jackson Games

[on deck]

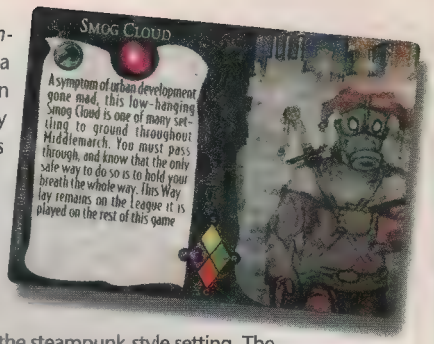
King Ironheart's Madness

In this sequel-of-sorts to *The Wyld Hunt*, the newly-restored Lord Gamine has sent you and your compatriots on a mission into the land of Middlemarch, which is now under the control of King Ironheart, a knocker whose love for machinery has driven him utterly...yep, you guessed it. His capital city of Mechopolis continuously churns out widgets of indeterminate use, annoying the nature spirits to no end and generally making the Dreaming an inhospitable place to live.

[the box]

Game: *Arcadia*
Publisher: White Wolf Games
Designer: Tim Byrd
Genre: Epic Steampunk Fantasy
Release: December 1996
Set Size: 405 cards
Packaging: 15-card character and story packs
Suggested Retail: $2.50 per pack

That's where you (and the other players) come in. As in *Wyld Hunt*, the characters you create travel from league to league, defeating your opponents' waylays and trying to fulfill their quests in hopes of gaining experience points and winning the game. *King Ironheart's Madness* is a stand-alone set sold in character and story packs: character packs enable you to design your heroes, story packs provide the world for them to adventure through.


Smog Cloud
A symptom of urban development gone mad, this low-hanging Smog Cloud is one of many settling to ground throughout Middlemarch. You must pass through, and know that the only safe way to do so is to hold your breath the whole way. This Way Ley remains on the League it is played on the rest of this game

Ironheart successfully conveys a feel for the steampunk-style setting. The game's tone is decidedly darker than its predecessor, with the focus placed on cities rather than forests and spooky sluagh rather than the noble sidhe. You'll find races like the mechorg (think pre-industrial Terminators) and the hive-minded Army Ants (We are the Bug. Picnics are futile.) side by side with Rokea weresharks and the Eshu wanderers. Want waylays? The artwork's humorous and eerie when it needs to be, and some of the more humorous waylays, like Propaganda and Coughing Break, made me laugh out loud.

Where *Ironheart* fails, however, is in innovation. The set adds nothing to the gameplay of *Arcadia*. The 400 cards added may be different, but they're by no means new—you'll find no real changes to the system, no alterations to explore. *Ironheart* isn't an expansion; it's a module—a canned adventure to run your players through.

King Ironheart's Madness is good for what it is; unfortunately, what it is is *The Wyld Hunt* in a fresh coat of paint. If you've never played *Arcadia* before, this is as good an introduction as any. If you have, and you like this kind of story, enjoy. Just watch out for the sense of deja vu. And wouldn't you rather play a nice game of *Changeling* instead?

—Jason Schneiderman

© White Wolf Game Studio

[on deck]

Apocalypse

Doomtroopers, fall in! There's a new expansion for the *Doomtrooper* CCG called *Apocalypse*. While it's doesn't bring the end of the world, it certainly is the end for the Mishima corporation taking a back seat to the other factions.

The big news is the introduction of a new card type: Ki Powers. These cards represent the semi-mystical training that many Mishima warriors go through during their careers. There are 16 of these beauties in the set and they're similar to Dark Symmetry Powers in that they are permanent once given to a warrior.

[the box]

Game: *Doomtrooper*
Publisher: Heartbreaker Hobbies/Target Games
Designer: Bryan Winter
Genre: Techno-Fantasy/Sci-Fi
Release: December 1996
Set Size: 90 Cards
Packaging: 16-card booster packs (including one rules card)
Suggested Retail: $2.95 per Booster Pack

The effects they have, however, are much different from the Dark Symmetry cards. Some allow the warrior to avoid combat (Hands of Stone, The Chameleon's Skin and The Mongoose's Artful Dodge), while others allow you to enter combat adding your opponent's Fight, Shoot or Armor to your own (Toronaga's Raging Might, Supreme Concentration and The Monkey's Foot, respectively).

ADAMANTIUM WILL
M
Refer to the KI POWER RULES CARD. This warrior may not be automatically killed, but is normally wounded instead. Also, this warrior is not affected by special card effects that wound or kill warriors.

The only drawback you might find to these cards is that they can only be given to Mishima warriors. But there's plenty of ways to give a warrior the Mishima affiliation, with a few new ways in this expansion.

There are also plenty of new equipment cards in the set, and non-collectors should be pleased with some of the cards which try to even things up between new and old players. The Anti-Personnel Grenade is a powered down Personal Anti-Personnel Mine and the Brainwave Bomb has a similar "spite-your-opponent" flavor—when the owning warrior dies he takes his opponent down with him— which will appear in plenty of decks in the near future.

Apocalypse opens up another dimension of play through the inclusion of two cards that make playing Freelancers a viable option: Freelancer Patriarch and Discreet Meeting Room. The Patriarch acts as a Sergeant (+5 to F, S and A), while the Meeting Room lets Freelancers earn Promotion Points.

Overall, *Apocalypse* does a great job of not only increasing the new deck possibilities but strengthening old deck favorites. Mishima has been pushed back into contention of being a major power in *Doomtrooper*, and Freelancers are now going to make a difference in many players' decks.

—Joe Martinez

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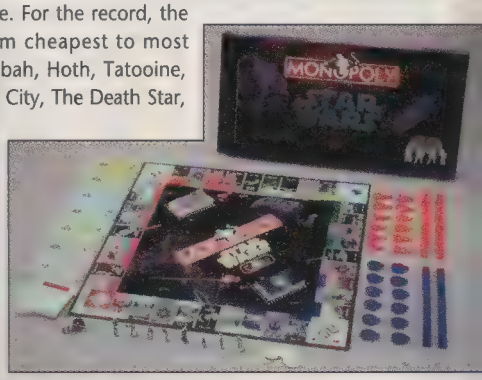
[on deck]

Monopoly: Star Wars™ Collector's Edition

Not too long ago, in a galaxy...well, right here...Parker Brothers released the "Star Wars" Collector's Edition of Monopoly, a near must-have for any avid fan of George Lucas' epic trilogy. The rules are the same as for the classic board game, and so is the object—drive your opponents into the mud by making them go bankrupt—but this special limited edition puts a wonderful twist on the appearance of the game.

By far, the best feature of the spruced-up version is the game board. All of the property color-groups represent a different area of the Star Wars universe. For the record, the systems are (from cheapest to most expensive): Dagobah, Hoth, Tatooine, Yavin Four, Cloud City, The Death Star, Endor and Coruscant. Each property space is individually labeled and features a sharp-looking still photo from the trilogy.



Chance and Community Chest give way to Rebel and Imperial cards. The cards are the same, but the names reflect the theme of the game. For example, Let the Wookie Win makes you pay the bank $50. The art on these cards leaves something to be desired (black and white line-art), but the cards are humorous and cool nonetheless.

And the changes don't stop there. Instead of building houses and hotels, you advance your properties by building ships. Five X-Wings nets you a nifty plastic Millennium Falcon, and five Tie-Fighters gets you a sleek Star Destroyer. And forget those arguments over who gets to be the Thimble...now you can fight to play Luke, Han, Leia, Chewbacca, R2-D2, Darth Vader, Boba Fett or a Storm Trooper.

Of course, there are a few gripes, namely the fact that the four corner spaces on the board remain unchanged from the original version. Couldn't they have at least put a picture of a Land Speeder or something on Free Parking? And it just doesn't seem right when Darth Vader lands on Go To Jail.

There's also the point that Monopoly isn't the most intricate of games, and it's never been one of my favorites. But, when playing with the Star Wars version, it's just a lot of fun. Pop one of the movie soundtracks into your stereo while you're playing and you'll swear you've never had so much fun playing Monopoly.

—Jeff Hannes

[the box]

Game: *Monopoly*
Publisher: Parker Brothers
Genre: Board Game
Set Size: 102 cards
Release: November 1996
Packaging: Game board, 28 property cards, Play money, 2 six-sided dice, 8 Pewter *Star Wars* character tokens, 5 brass coins, 30 Rebel and Imperial cards, 32 X-wing fighters and 12 Corellian freighters plus 32 TIE fighters and 12 Star Destroyers.
Suggested Retail: $30.00

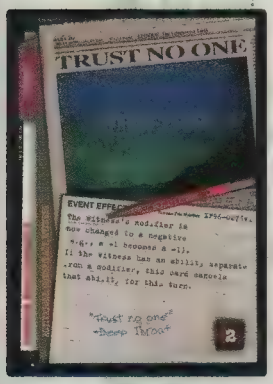
Monopoly ® © 1996 Hasbro, Inc. Star Wars logo, text, images TM & ©1996 Lucasfilm Ltd.

Card Stock

Tracking trends in the card game market

RETAILERS REVISITED

By Dan Albaugh



X-Files climbs into this month's hottest CCGs list.

Balduvian Horde
When Balduvian Horde comes into play, discard a card at random from your hand or bury Balduvian Horde.
"Peace will come only when we have taken Rovdrid's head."
—Lovisa Coldeyes, Balduvian Chieftain

Thanks to *Alliances* and *Mirage*, *Magic: The Gathering* rebounded from a mini-collapse.

Last year at this time, the "Card Stock" column asked several retailers how business was in 1995 and what was expected for 1996. These same retailers were revisited for an update.

Art Clem is the principal owner of three shops located in the Tennessee cities of Chattanooga, Cleveland and Knoxville. According to Clem, "1996 was a better year for business than 1995—not significantly, but noticeably. All in all, 1996 measured up a bit beyond my expectations. *Magic* was the driving force, while other games such as *Star Wars, Middle-earth* and *BattleTech* had a long-term impact. Games such as *Mythos, Netrunner* and *Vampire: The Eternal Struggle* were short-term successes."

Clem contends that 1996 might have been better had not the CCG market share in his area become diluted. "It seemed that the popular CCGs became available in more places—sportscard shops, variety stores, etc. More retailers jumped on the CCG bandwagon, which meant less sales for me."

Eric Nelson, owner of Coastside Comics in Pacifica, Calif., claims that 1996 profits from the CCG part of his business matched those of 1995. Says Nelson, "Thanks to *Alliances* and *Mirage*, the *Magic* market rebounded from its mini-collapse. That made a significant difference for 1996."

"CCG-wise, 1996 was down a little bit from 1995," reports Ralph Carroll of Cards, Coins & Comics. Carroll, the manager of two shops in Monroe, La., blames the drop in sales to a stagnant *Magic* market in the early part of 1996. "Thankfully," says Carroll, "*Alliances* and *Mirage* saved the day for us. CCGs such as *Star Wars, Star Trek: TNG* and *X-Files* also helped to fill the void."

1997 Expectations

"Unless something new and exciting comes along," says Art Clem, "I don't expect 1997 to be any better than 1996. I see the core interest remaining for existing non-*Magic* CCGs, but I don't expect a lot of new gamers to come flocking."

Eric Nelson also shares Clem's concern. "I wish the new CCGs would bring first-time customers my way," reflects Nelson. "However, it seems that new releases only compete for existing dollars. I would guess my 1997 will be status quo."

Nelson also hopes that it remains a continuing trend to tie new CCGs to an existing product. "Games with a built-in collector base, like *Star Wars* and *Star Trek: TNG* , will do well for me in 1997."

"I expect a good 1997," says Ralph Carroll, "if the manufacturers keep up the high quality of the games. It was appreciated by gamers when Wizards of the Coast improved the artwork and card stock for their CCGs. Interesting games will keep customers buying."

Listen Up, Manufacturers

"What can the CCG manufacturers do to make 1997 more successful for me? That's easy!" laughs Art Clem. "Bring their CCGs out on time and strive for the even distribution of product."

Eric Nelson hopes the CCG companies will not make the same mistakes made in the comic industry. "Don't flood the market with extraneous product. More effort should be made to promote and improve existing CCGs."

Offers Ralph Carroll, "I'd like to see limited, but even, distribution for new releases that come out on time. It's impossible to pre-sell a product when you're unsure how much you'll get or if you'll receive it as scheduled. I'd also ask that the manufacturers put some thought into the individual cards in an expansion. Don't make a new card that is simply a minor variation of an existing one. Give a new card its own purpose or don't make it at all."

Top 5 Hottest CCGs

1. *Magic: The Gathering* (WotC)
Excitement and expectations for *Visions* are high. However, retailers and gamers are being realistic. How can *Visions* top *Alliances* and *Mirage*?

2. *BattleTech* (WotC)
Hot, hot, hot! Many retailers placed small orders for *BattleTech* and then rushed to re-stock when the product quickly sold out.

3. *Star Wars* (Decipher)
Commander Luke Skywalker, currently selling in the $15-$25 range, is the key card in the *Hoth* expansion set.

4. *X-Files* (U.S. Playing Card)
Gamers say this new CCG plays well with an average game taking about 20 minutes. The ultra-rare [illegible] rise and may hit the $40-$50 mark.

5. *IQ OverPower* (Fleer/Skybox)
New intellect score and built-in power [illegible] make the *OverPower* game more interesting. The Red Skull, Spider-Man and Mr. Sinister hero cards are in demand.

CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked…
One person's Mint is another one's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he feels is important. Without further ado, here are the grades:

Mint (MT): Perfectimundo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

Near Mint (NR-MT): Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30 percent bigger than its counterpart. All prices in this guide are for Near Mint cards.

Excellent-Mint (EX-MT): This card is still a great-looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 percent of the low price to 90 percent of the high price listed in this guide.

Excellent (EX): Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 percent of the low price to 70 percent of the high price listed in this guide.

Very Good (VG): A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 percent of the low price to 40 percent of the high price listed in this guide.

Good (GD), Fair (F), Poor (P): A card that's graded Good isn't really good. Think of it as an okay card—that is, not so hot to begin with—that got into a fight on the way home. The card may have three to four well-worn corners, it may be way off-center and it might even have a crease or two. Cards in this condition are not tournament legal, because they are considered "marked" cards. Fair cards are even worse because they look like they went through the wash in your jeans. Poor cards are about as much fun to look at as that cow at Rutgers University with the window in his belly. Good cards sell for 10 to 15 percent of price guide listings, Fair cards sell for five to 15 percent and Poor cards sell for one to five percent.

Price Guide Contributors

A & S Comics in North Bergen, NJ; Adventures in Comics & Games in Carmichael, CA; All About Books & Comics V in Tempe, AZ; All American Comics in St. Louis MO; All-Pro Sports in Newark, DE; Augusta Comics & Cards in Carmel, IN; Barry's Collectors Corner in Grand Forks, ND; Bob's Hobbies in Springfield MA; A Book Deal in Roswell GA; Book & Music Exchange in Louisville KY; Books, Comics & Things in Ft Wayne IN; Books Galore in Erie, PA; Brainstorm Comics in Frederick, MD; Broadway Comics in Valrico FL; Card & Comic Arcade in New York, NY; Card & Comic Empire in Huntzville AL; The Card & Comic Shop in Port Lavaca TX; Cards Coins & Collectibles in Monroe LA; Cards & Comics, Inc. in Twinsburg, OH; Castle Archon in Erie PA; Castle Comics in Portsmouth OH; Chimera Comics & Cards in Fond Du Lac, WI; Classic Comics in San Angelo, TX; Claude's Comics in Hatboro, PL; Coastside Comics in Pacifica, CA; Collector's Choice in Athens, TN; Collector's Lair in Lynchburg VA; Collector's World in Anderson, IN; Comic City in San Diego CA, Comic Cubicle in Williamsburg, VA; Comic Dreams in Manteca CA; Comic Dungeon in Riverside, CA; The Comic Shop in Fairbanks AR; The Comic Shop in Garden City KS; Comics on Parade in Santa Barbara, CA; Comic Town in Reynoldsburg, OH; Comic World, Inc. in Stafford VA; Comics Warehouse in Albuquerque, NM; Comics & Comix Inc. in Rocklin CA; Comics Inc. in Fayetteville, NC; Comically Speaking in Maynard, MaA; DR Comics & Mil. Games in Oakland, CA; Daddy's Toys in McHenry, IL; Discount Hobby in Kalamazoo, MI; Dover Cards & Comics in Dover, NH; Dragon's Lair in Austin, TX; The Dragon's Lair in West Springfield, MA; Dreamscape Comics in Easton PA; The Dugout in Corpus Christi, TX; Fantasy Works Comics in Aurora, CO; Fantasy Zone Comics in North Kingstown, RI; Fiction Comics in Porterville, CA; Front Row in Severne Park, MD; Gallop's Comics & Games in Statesboro, GA; Game Alot in Santa Cruz, CA; Games Crafts Hobbies & Stuff in Overland, MO; Games Plus in Woodinville, WA; Gator Country Cards & Comics in Gainesville, FL; Golden Comics in Acton, MA; Golden State in Sebastopol, CA; The Great Escape in Louisville, KY; Gridiron Comics & Games in Manchester, CT; Hansen's Hobbies in Wilmette, IL; Heroes and Fantasies in San Antonio, TX; High Five Sport Cards in Fremont, CA; Hobby Center in Hattiesburg, MS; Hobbytown USA in Las Vegas, NV; Home Fried Inc in Portland, OR; Jennings Collectibles in Huntsville, AL; Key's Games & Hobbies in Moline, IL; La Jolla Sportscards in La Jolla, CA; Legacy Comics & Cards in Colorado Springs, CO; Leisure Hours Hobbies in Joliet IL; Lion & Unicorn in Hoover, AL; M&M Sports Cards and Comics in Cedar Rapids, IN; Meridian Cards & Comics in San Jose, CA; Mission Games in Mission, British Columbia Canada; Nostalgia Ink in Jackson MI; Oak Leaf Comics in Cedar Falls IA; Odin's Cosmic Bookshelf in Lilburn, Ga. and Stone Mountain, GA; Outer Limits in Clifton NJ; Paul & Judy's in Arthur, IL; Pee Wee Comics in Canoga Park, CA; Premier Collectibles in Greenwood, IN; R & B Newsstand Co. in Bowling Green, OH; Sean's Locker Room in Somerset, PA; Shahrazad Games in Lexington, KY; Shundor's in Minneapolis, MN; Sidelines in Dayton, TN; Slam Dunk in Oceans Springs, MS; S-N-S Collectibles in Lake Ridge, VA; Source Comics & Games in St. Paul, MN; Tabletop Game & Hobby in Lenexa, KS; The Time Tunnel in Statesville, NC; Thunderation Comics in Henderson, NV; Titan Games and Comics III in Smyrna, GA; TJ's in Middletown, NY; Troll and Toad in Keavy, KY; WarGames & Fantasy in Metairie, LA; Who's on First in Westhaven, CT; Wizard World in Nanuet, NY; Yong & Dell's Sports Cards in Lacey, WA; The Zone in Louisville, KY

InQUEST GUIDELINES

WHAT YOU NEED TO KNOW ABOUT THE *INQUEST* PRICE GUIDE

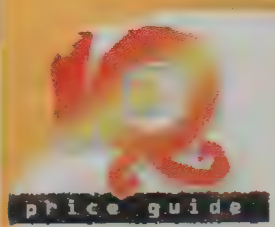
About the Price Guide

The following collectible card game price guide contains the most accurate and up-to-the minute card prices available. To make sure the values listed are as timely as possible, we're in constant contact with hundreds of retailers and fans throughout the country. The price ranges listed reflect the current selling prices for Near Mint cards. The higher price represents the full retail price for an individual card or a single item. The lower price is what one might expect to pay if purchasing from a fellow collector, or if buying more than one card. There are many other factors that can cause a retailer to price a card for less than the "high price," including local competition, current saturation of the market, and just plain old supply and demand. (Ultimately, though, a card is worth whatever you are willing to pay for it, or what someone is willing to pay you for it.) A value listed for a card in a price guide does not definitively state what a card is "worth."

How to use the *InQuest Magic* Price Guide

It's easy. When a card has changed value since last month's listing, or when a card is experiencing heavy sales without a price change, it has a shaded bar. If the card has risen in value, it has a pink bar. If it has fallen in value, it has a blue bar. If the card is selling briskly but has not risen or fallen in value since the last listing, it's marked with a yellow bar. In this example, the **Dark Heart of the Wood** has risen since last month, the **Diabolic Machine** has dropped in value since last month, and the **Electric Eel** has been selling like wildfire without experiencing any fluctuation in price.

Color boxes to the left of the card name mark the card's color or group.

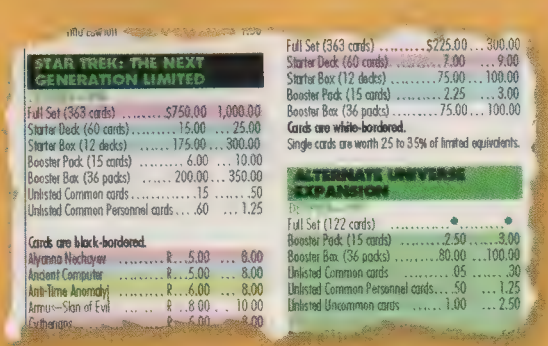


Dark Heart of the Wood	.35	.75
Dark Sphere	3.50	5.00
Deep Water	.35	.75
Diabolic Machine	2.25	3.00
Drowned	.35	.75
Dust to Dust	.35	.75
Eater of the Dead	4.00	6.00
Electric Eel	1.50	2.50
Elves of Deep Shadow	2.50	3.50
Erosion	.35	.75
Eternal Flame	4.00	6.00
Exorcist	6.00	10.00
Fallen, The	3.25	4.00
Fasting	1.50	2.50
Fellwar Stone	2.50	3.50
Festival	.35	.75
Fire and Brimstone	2.25	3.00

How to use the *InQuest* CCG Price Guide

In this example, **Star Trek: The Next Generation Limited** is the name of the game, **Decipher** is the name of the manufacturer, and **Alternate Universe** is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A yellow bar indicates that a set has been heavily traded with no price change. A • indicates that a price was not available at this time.

Remember, color bars do not indicate whether a card will rise or fall in the future. We ain't no fortune tellers.



STAR TREK: THE NEXT GENERATION LIMITED

Full Set (363 cards)	$750.00	1,000.00
Starter Deck (60 cards)	15.00	25.00
Starter Box (12 decks)	175.00	300.00
Booster Pack (15 cards)	6.00	10.00
Booster Box (36 packs)	200.00	350.00
Unlisted Common cards	.15	.50
Unlisted Common Personnel cards	.60	1.25

Cards are black-bordered.

Alyanna Nechayev	R	5.00	8.00
Ancient Computer	R	5.00	8.00
Anti-Time Anomaly	R	6.00	8.00
Armus—Skin of Evil	R	8.00	10.00
Cytherians	R	6.00	8.00

Full Set (363 cards)	$225.00	300.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (12 decks)	75.00	100.00
Booster Pack (15 cards)	2.25	3.00
Booster Box (36 packs)	75.00	100.00

Cards are white-bordered.
Single cards are worth 25 to 35% of limited equivalents.

ALTERNATE UNIVERSE EXPANSION

Full Set (122 cards)	•	•
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Unlisted Common cards	.05	.30
Unlisted Common Personnel cards	.50	1.25
Unlisted Uncommon cards	1.00	2.50

INQUEST price guide

ALPHA LIMITED

WIZARDS OF THE COAST- 1993

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

Full Set (295 cards)	$2,800.00...3,600.00
Starter Deck (60 cards)	225.00...275.00
Starter Box (10 decks)	1,900.00...2,600.00
Booster Pack (15 cards)	125.00...150.00
Booster Box (36 packs)	3,500.00...4,800.00

Unlisted cards are 80 percent of Beta value.
Alpha Errors are worth 125 percent of Beta value.

Orcish Artillery	$8.00	10.00
Orcish Oriflamme	15.00	25.00

BETA LIMITED

WIZARDS OF THE COAST- 1993

Beta cards have rounded corners and are black-bordered.

Full Set (302 cards)	$3,000.00...3,600.00
Starter Deck (60 cards)	200.00...275.00
Starter Box (10 decks)	1,800.00...2,600.00
Booster Pack (15 cards)	100.00...150.00
Booster Box (36 packs)	3,500.00...4,400.00
Unlisted Commons	.50...1.00

Name	Low	High
Air Elemental	3.00	4.00
Ancestral Recall	125.00	165.00
Animate Artifact	1.50	3.00
Animate Dead	1.50	3.00
Animate Wall	3.00	5.00
Ankh of Mishra	8.00	12.00
Armageddon	18.00	30.00
Aspect of Wolf	10.00	12.00
Bad Moon	18.00	30.00
Badlands	30.00	50.00
Balance	30.00	40.00
Basalt Monolith	2.00	4.00
Bayou	30.00	50.00
Berserk	30.00	50.00
Birds of Paradise	30.00	40.00
Black Knight	3.00	5.00
Black Lotus	325.00	385.00
Black Vise	8.00	12.00
Black Ward	1.00	1.75
Blaze of Glory	30.00	40.00
Blessing	8.00	12.00
Blue Elemental Blast	1.00	2.00
Blue Ward	1.00	2.00
Bog Wraith	1.50	3.00
Braingeyser	15.00	25.00
Burrowing	1.50	3.00
Camouflage	10.00	15.00
Castle	1.50	3.00
Celestial Prism	1.50	3.00
Channel	1.50	3.00
Chaos Orb	55.00	80.00
Chaoslace	3.00	5.00
Circle of Protection: Red	1.00	1.50
Clockwork Beast	7.00	10.00
Clone	10.00	18.00
Cockatrice	9.00	15.00
Consecrate Land	15.00	20.00
Conservator	1.00	2.00
Contract from Below	7.00	10.00
Control Magic	7.00	10.00
Conversion	1.50	3.00
Copper Tablet	8.00	12.00
Copy Artifact	12.00	20.00
Counterspell	10.00	15.00
Crusade	15.00	25.00
Crystal Rod	1.00	2.00
Cursed Land	1.00	2.00
Cyclopean Tomb	50.00	70.00
Dark Ritual	3.00	5.00
Darkpact	7.00	10.00
Deathgrip	1.00	2.00
Deathlace	4.00	6.00
Demonic Attorney	7.00	10.00
Demonic Hordes	15.00	25.00
Demonic Tutor	20.00	35.00
Dingus Egg	8.00	12.00
Disenchant	3.00	4.00
Disintegrate	3.00	4.00
Disrupting Scepter	15.00	25.00
Dragon Whelp	3.00	5.00
Drain Power	8.00	12.00
Dwarven Demolition Team	7.00	10.00
Earth Elemental	2.00	3.00
Earthbind	1.00	3.00
Earthquake	8.00	12.00
Elvish Archers	8.00	12.00
Evil Presence	1.00	2.00
False Orders	4.00	6.00
Farmstead	6.00	9.00

When you play Shimmer, choose a land type.
All lands of the chosen type gain phasing.
To buy unseen land, pay in unseen coin.
Suq'Ata maxim

TOP 10 HOTTEST CARDS

10) Shimmer

It's a floor wax! It's a dessert topping! No, it's a *Mirage* enchantment that lets you give phasing to the land type of your choice. Watch your opponent's land vanish at the start of his untap phase! Send your own land into hiding before you Armageddon! Best of all, Shimmer has no upkeep cost.

Fastbond	12.00	20.00
Feedback	1.50	3.00
Fire Elemental	2.00	3.50
Fireball	4.00	6.00
Flashfires	1.00	2.00
Force of Nature	18.00	25.00
Forcefield	90.00	130.00
Fork	25.00	35.00
Fungusaur	8.00	12.00
Gaea's Liege	10.00	18.00
Gauntlet of Might	90.00	125.00
Glasses of Urza	1.50	3.00
Gloom	1.50	3.00
Goblin Balloon Brigade	1.50	3.00
Goblin King	12.00	20.00
Granite Gargoyle	12.00	20.00
Green Ward	1.00	2.00
Guardian Angel	1.00	2.00
Helm of Chatzuk	5.00	8.00
Hive, The	8.00	12.00
Howling Mine	15.00	25.00
Hurricane	2.00	5.00
Hypnotic Specter	15.00	25.00
Ice Storm	18.00	25.00
Icy Manipulator	35.00	50.00
Illusionary Mask	30.00	50.00
Instill Energy	1.50	3.00
Invisibility	5.00	8.00
Iron Star	1.00	2.00
Island Sanctuary	6.00	9.00
Ivory Cup	.50	2.00
Jade Monolith	3.00	5.00
Jade Statue	18.00	25.00
Jayemdae Tome	20.00	35.00
Juggernaut	8.00	12.00
Karma	1.50	3.00
Keldon Warlord	3.00	5.00
Kormus Bell	6.00	10.00
Kudzu	7.00	10.00
Lance	2.00	3.00
Ley Druid	1.50	3.00
Library of Leng	1.50	4.00
Lich	40.00	60.00
Lifeforce	1.00	1.75
Lifelace	3.00	5.00
Lifetap	1.00	2.00
Lightning Bolt	7.00	10.00
Living Artifact	6.00	9.00
Living Lands	6.00	9.00
Living Wall	3.00	5.00
Llanowar Elves	.75	1.50
Lord of Atlantis	10.00	15.00
Lord of the Pit	12.00	20.00
Lure	1.50	3.00
Magical Hack	10.00	15.00
Maharoti Djinn	12.00	20.00
Manabarbs	7.00	10.00
Mana Flare	10.00	15.00
Mana Short	8.00	12.00
Mana Vault	8.00	12.00
Meekstone	10.00	15.00
Mind Twist	10.00	15.00
Mox Emerald	150.00	200.00
Mox Jet	150.00	200.00
Mox Pearl	150.00	200.00

TOP 10 HOTTEST CARDS

9) Stasis

Do all your permanents stick together, refusing to untap? That's *static* cling, not Stasis! This classic *Magic* enchantment eliminates the untap phase, slowing the game down tremendously and giving the best-equipped player a long-term advantage. As a bonus, it'll keep those wacky phasers in place, too.

Mox Ruby	150.00	200.00
Mox Sapphire	150.00	200.00
Natural Selection	25.00	35.00
Nether Shadow	8.00	12.00
Nettling Imp	4.00	7.00
Nevinyrral's Disk	30.00	50.00
Nightmare	18.00	30.00
Northern Paladin	12.00	20.00
Obsianus Golem	1.00	3.00
Orcish Artillery	2.00	3.00
Orcish Oriflamme	2.00	4.00
Paralyze	.75	1.50
Personal Incarnation	10.00	15.00
Phantasmal Forces	1.50	3.00
Phantom Monster	1.50	3.00
Pirate Ship	5.00	10.00
Plateau	30.00	50.00
Power Surge	8.00	12.00
Prodigal Sorcerer	1.00	1.50
Psionic Blast	18.00	30.00
Purelace	3.00	5.00
Raging River	30.00	45.00
Red Elemental Blast	1.00	2.00
Red Ward	1.00	2.50
Regrowth	10.00	15.00
Resurrection	3.00	5.00
Reverse Damage	12.00	20.00
Righteousness	8.00	12.00
Roc of Kher Ridges	10.00	18.00
Rock Hydra	12.00	20.00
Rod of Ruin	1.50	3.00
Royal Assassin	20.00	35.00
Sacrifice	2.00	4.00
Savannah	30.00	50.00
Savannah Lions	10.00	18.00
Scavenging Ghoul	1.50	3.00
Scrubland	30.00	50.00
Sedge Troll	12.00	20.00
Sengir Vampire	10.00	15.00
Serra Angel	18.00	30.00
Shatter	.75	1.25
Shivan Dragon	35.00	50.00
Simulacrum	2.00	4.00
Sinkhole	10.00	15.00
Siren's Call	2.00	3.50
Sleight of Mind	8.00	15.00
Smoke	5.00	8.00
Sol Ring	12.00	20.00
Soul Net	1.00	1.75
Stasis	8.00	15.00
Steal Artifact	1.50	3.00
Stone Giant	1.50	3.00
Stone Rain	.75	1.50
Sunglasses of Urza	7.00	10.00
Swords to Plowshares	12.00	20.00
Taiga	30.00	50.00
Terror	.75	1.50
Thicket Basilisk	3.00	5.00
Thoughtlace	4.00	6.00
Throne of Bone	1.00	2.00
Timber Wolves	6.00	10.00
Time Vault	60.00	85.00
Time Walk	160.00	225.00
Timetwister	100.00	150.00
Tropical Island	30.00	50.00
Tsunami	1.50	3.00
Tundra	20.00	40.00
Tunnel	1.00	2.00
Two-Headed Giant of Foriys	40.00	55.00
Underground Sea	30.00	50.00
Uthden Troll	1.50	3.00
Verduran Enchantress	6.00	8.00
Vesuvan Doppelganger	30.00	50.00
Veteran Bodyguard	12.00	20.00
Volcanic Eruption	4.00	7.00
Volcanic Island	30.00	50.00
Wall of Air	1.00	3.00
Wall of Bone	1.00	2.00
Wall of Brambles	1.00	2.00
Wall of Fire	1.00	2.00
Wall of Ice	1.00	2.00
Wall of Stone	1.00	2.00
Wall of Swords	1.00	3.00
Wall of Water	1.00	2.00
Wanderlust	1.00	2.00
Warp Artifact	6.00	9.00
Water Elemental	1.50	3.00
Web	6.00	9.00
Wheel of Fortune	20.00	30.00
White Knight	4.00	6.00
White Ward	1.00	2.00
Will-O'-The-Wisp	18.00	30.00
Winter Orb	10.00	18.00
Wooden Sphere	1.00	2.00
Word of Command	45.00	65.00
Wrath of God	20.00	30.00
Zombie Master	8.00	12.00

UNLIMITED EDITION

WIZARDS OF THE COAST- 1994

Cards are white-bordered but otherwise identical to Beta cards.

Full Set (302 cards)	$1,900.00...2,500.00
Starter Deck (60 cards)	160.00...225.00
Starter Box (10 decks)	1,500.00...2,000.00
Booster Pack (15 cards)	80.00...110.00
Booster Box (36 packs)	2,800.00...3,800.00
Unlisted Commons	.25...75

Name	Low	High
Air Elemental	1.00	2.50
Ancestral Recall	120.00	150.00
Animate Artifact	1.00	1.75
Animate Dead	1.00	1.75
Animate Wall	2.50	4.00
Ankh of Mishra	4.00	6.00
Armageddon	6.00	8.00
Aspect of Wolf	3.00	4.00
Bad Moon	5.00	8.00
Badlands	12.00	20.00
Balance	4.00	8.00
Basalt Monolith	1.50	3.00
Bayou	12.00	20.00
Berserk	25.00	40.00
Birds of Paradise	5.00	9.00
Black Knight	2.00	3.00
Black Lotus	225.00	300.00
Black Vise	1.50	4.00
Black Ward	1.00	1.75
Blaze of Glory	30.00	40.00
Blessing	4.00	6.00
Blue Ward	1.00	1.75
Bog Wraith	1.00	2.50
Braingeyser	8.00	12.00
Burrowing	1.00	1.75
Camouflage	5.00	8.00
Castle	1.00	3.00
Celestial Prism	1.00	1.75
Channel	.30	1.00

Magic: The Gathering is a registered trademark of Wizards of the Coast Inc.

Key

ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

price guide

		Low	High
★	Chaos Orb	40.00	60.00
★	Chaoslace	2.50	4.00
★	Clockwork Beast	4.00	6.00
●	Clone	5.00	8.00
★	Cockatrice	4.00	6.00
❍	Consecrate Land	10.00	15.00
●	Conservator	1.00	1.75
★	Contract from Below	4.00	8.00
●	Control Magic	2.00	3.00
❍	Conversion	1.50	3.50
●	Copper Tablet	7.00	10.00
★	Copy Artifact	8.00	12.00
●	Counterspell	2.00	4.00
☆	Crusade	5.00	8.00
●	Crystal Rod	1.00	1.75
●	Cursed Land	1.00	1.75
★	Cyclopean Tomb	40.00	60.00
★	Darkpact	4.00	6.00
●	Deathgrip	1.00	1.75
★	Deathlace	2.50	4.00
★	Demonic Attorney	4.00	8.00
★	Demonic Hordes	10.00	15.00
●	Demonic Tutor	10.00	15.00
★	Dingus Egg	4.00	7.00
★	Disrupting Scepter	5.00	8.00
●	Dragon Whelp	2.00	3.00
★	Drain Power	4.00	5.00
●	Dwarven Demolition Team	6.00	10.00
●	Earth Elemental	1.50	3.00
■	Earthbind	.40	1.75
★	Earthquake	4.00	6.00
★	Elvish Archers	3.50	5.00
●	Evil Presence	1.00	1.75
■	False Orders	3.00	5.00
☆	Farmstead	4.00	6.00
★	Fastbond	5.00	8.00
●	Feedback	1.00	1.75
●	Fire Elemental	1.00	3.00
●	Flashfires	1.00	1.75
★	Force of Nature	10.00	15.00
★	Forcefield	80.00	100.00
★	Fork	15.00	25.00
★	Fungusaur	5.00	8.00
★	Gaea's Liege	6.00	10.00
★	Gauntlet of Might	75.00	100.00
●	Glasses of Urza	1.00	1.75
●	Gloom	1.00	1.75
●	Goblin Balloon Brigade	1.00	1.75
★	Goblin King	6.00	9.00
★	Granite Gargoyle	8.00	12.00
❍	Green Ward	.50	1.75
❑	Guardian Angel	1.00	1.75
★	Helm of Chatzuk	3.50	5.00
★	Hive, The	4.00	7.00
★	Howling Mine	6.00	9.00
●	Hurricane	1.00	1.75
●	Hypnotic Specter	2.50	3.50
●	Ice Storm	15.00	25.00
●	Icy Manipulator	20.00	50.00
★	Illusionary Mask	25.00	40.00
●	Instill Energy	1.00	1.75
▒	Invisibility	5.00	8.00
●	Iron Star	1.00	1.75
☆	Island Sanctuary	2.00	4.00
●	Ivory Cup	1.00	1.75
★	Jade Monolith	2.50	4.00
●	Jade Statue	10.00	15.00
●	Jayemdae Tome	4.00	7.00
●	Juggernaut	4.00	7.00
❍	Karma	1.00	1.75
●	Keldon Warlord	2.00	3.00
★	Kormus Bell	3.00	4.00
★	Kudzu	4.00	10.00
❍	Lance	1.00	2.25
●	Ley Druid	1.00	1.75
●	Library of Leng	1.00	3.00
★	Lich	30.00	50.00
●	Lifeforce	1.00	1.75
★	Lifelace	2.50	4.00
●	Lifetap	1.00	1.75
★	Living Artifact	4.00	7.00
★	Living Lands	3.50	5.00
●	Living Wall	2.00	3.00
★	Lord of Atlantis	5.00	7.00
★	Lord of the Pit	7.00	10.00
●	Lure	1.00	1.75
★	Magical Hack	5.00	7.00
★	Mahamoti Djinn	6.00	10.00
★	Mana Flare	5.00	8.00
★	Mana Short	3.50	6.00
★	Mana Vault	3.50	5.00
★	Manabarbs	3.50	5.00
☆	Meekstone	4.00	6.00
★	Mind Twist	4.00	8.00
★	Mox Emerald	130.00	160.00
★	Mox Jet	130.00	160.00
★	Mox Pearl	130.00	160.00
★	Mox Ruby	130.00	160.00
★	Mox Sapphire	130.00	160.00
★	Natural Selection	20.00	30.00
★	Nether Shadow	4.00	6.00
●	Nettling Imp	3.00	5.00
★	Nevinyrral's Disk	8.00	12.00
★	Nightmare	10.00	15.00
☆	Northern Paladin	5.00	7.00
●	Obsianus Golem	1.00	1.75
●	Orcish Artillery	1.00	2.50
●	Orcish Oriflamme	1.50	3.50
☆	Personal Incarnation	4.00	8.00
●	Phantasmal Forces	1.00	1.75
●	Phantom Monster	1.00	2.50
★	Pirate Ship	4.00	6.00
★	Plateau	15.00	25.00
★	Power Surge	5.00	8.00
●	Psionic Blast	18.00	25.00
☆	Purelace	2.50	4.00
★	Raging River	25.00	40.00
●	Red Ward	1.00	1.75
●	Regrowth	5.00	8.00
❍	Resurrection	2.00	3.50
☆	Reverse Damage	6.00	10.00
☆	Righteousness	4.00	8.00
★	Roc of Kher Ridges	6.00	10.00
★	Rock Hydra	10.00	15.00
●	Rod of Ruin	1.00	1.75
★	Royal Assassin	10.00	18.00
●	Sacrifice	1.50	3.00
★	Savannah	12.00	20.00
☆	Savannah Lions	4.00	6.00
●	Scavenging Ghoul	1.00	2.50
★	Scrubland	12.00	20.00
★	Sedge Troll	6.00	9.00
●	Sengir Vampire	4.00	6.00
❍	Serra Angel	5.00	8.00
★	Shivan Dragon	15.00	20.00
●	Simulacrum	1.00	1.75
■	Sinkhole	10.00	15.00
▒	Siren's Call	1.00	2.50
★	Sleight of Mind	4.00	6.00
★	Smoke	3.50	5.00
●	Sol Ring	6.00	10.00
●	Soul Net	1.00	1.75
★	Stasis	4.00	8.00
●	Steal Artifact	1.00	2.50
●	Stone Giant	1.00	1.75
★	Sunglasses of Urza	4.00	6.00
❍	Swords to Plowshares	1.25	3.00
★	Taiga	12.00	20.00
●	Thicket Basilisk	2.00	3.00
★	Thoughtlace	2.50	4.00
●	Throne of Bone	1.00	1.75
★	Timber Wolves	4.00	6.00
★	Time Vault	40.00	55.00
★	Time Walk	120.00	150.00
★	Timetwister	70.00	100.00
★	Tropical Island	12.00	20.00
●	Tsunami	1.00	1.75
★	Tundra	12.00	20.00
●	Tunnel	1.00	2.00
★	Two-Headed Giant of Foriys	30.00	50.00
★	Underground Sea	12.00	20.00
●	Uthden Troll	1.00	3.00
★	Verduran Enchantress	5.00	8.00
★	Vesuvan Doppelganger	15.00	20.00
☆	Veteran Bodyguard	8.00	15.00
●	Volcanic Eruption	5.00	8.00
★	Volcanic Island	12.00	20.00
●	Wall of Air	1.00	1.75
●	Wall of Bone	1.00	1.75
●	Wall of Brambles	1.00	1.75
●	Wall of Fire	1.00	1.75
●	Wall of Ice	1.00	1.75
●	Wall of Stone	1.00	1.75
❍	Wall of Swords	2.25	3.00
●	Wall of Water	1.00	1.75
●	Wanderlust	1.00	1.75
★	Warp Artifact	3.00	5.00
●	Water Elemental	1.00	3.00
★	Web	4.00	6.00
★	Wheel of Fortune	8.00	15.00
❍	White Knight	2.00	3.50
❍	White Ward	1.00	1.75
★	Will-O'-The-Wisp	6.00	8.00
★	Winter Orb	4.00	6.00
●	Wooden Sphere	1.00	1.75
★	Word of Command	35.00	50.00
☆	Wrath of God	7.00	10.00
★	Zombie Master	4.00	9.00

REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards)	$300.00 ... 500.00
Starter Deck (60 cards)	20.00 ... 30.00
Starter Box (10 decks)	150.00 ... 225.00
Booster Pack (15 cards)	5.00 ... 7.00
Booster Box (36 packs)	150.00 ... 225.00

All unlisted cards are worth the same as Unlimited.

	Name	Low	High
★	Aladdin's Lamp	2.50	5.00
★	Aladdin's Ring	3.50	5.00
★	Armageddon Clock	2.50	4.00
★	Badlands	10.00	15.00
★	Bayou	10.00	15.00
★	Bottle of Suleiman	3.00	4.00
●	Brass Man	.75	1.50
★	Contract From Below	3.00	4.00
●	Crumble	.75	1.50
★	Dancing Scimitar	3.00	4.00
★	Demonic Attorney	3.00	4.00
●	Demonic Tutor	4.00	6.00

When Kjeldoran Outpost comes into play, sacrifice a plains or bury Kjeldoran Outpost
: Add ● to your mana pool.
1●, : Put a Soldier token into play. Treat this token as a 1 / 1 white creature.

TOP 10 HOTTEST CARDS

8) Kjeldoran Outpost

KJ? Now there's a common letter combination. Looks downright pekjuliar if you ask me. Anyway, the Outpost can be topped to produce either white mana or 1/1 soldier tokens. The fact that they're soldiers means that they can be manipulated by all those Icatian Lieutenants you've got lying around. Whee.

●	Desert Twister	1.50	2.50
★	Dragon Engine	1.25	3.00
●	Dwarven Weaponsmith	1.00	2.50
★	Ebony Horse	2.50	4.00
★	El-Hajjaj	3.00	5.00
●	Energy Flux	1.00	2.00
☆	Eye for an Eye	3.00	5.00
★	Flying Carpet	3.50	5.00
★	Hurkyl's Recall	2.50	4.00
★	Island Fish Jasconius	3.00	4.00
★	Jandor's Ring	4.00	6.00
★	Jandor's Saddlebags	2.50	4.00
■	Kird Ape	.50	2.00
★	Magnetic Mountain	2.50	4.00
★	Mijae Djinn	4.00	7.00
▒	Millstone	5.00	8.00
★	Mishra's War Machine	2.50	4.00
★	Onulet	1.25	4.00
●	Ornithopter	.75	1.50
★	Plateau	12.00	18.00
★	Primal Clay	2.50	4.00
●	Rack, The	1.25	2.00
★	Rocket Launcher	3.00	5.00
★	Savannah	10.00	15.00
★	Scrubland	10.00	15.00
★	Serendib Efreet	6.00	10.00
●	Shatterstorm	2.50	4.00
●	Sol Ring	4.00	6.00
★	Sorceress Queen	5.00	8.00
★	Taiga	10.00	15.00
★	Titania's Song	2.50	4.00
★	Tropical Island	10.00	15.00
★	Tundra	10.00	15.00
★	Underground Sea	10.00	15.00
★	Volcanic Island	10.00	15.00

FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set (378 cards)	$250.00 ... 350.00
Starter Deck (60 cards)	8.00 ... 12.00
Starter Box (10 decks)	75.00 ... 100.00
Booster Pack (15 cards)	2.50 ... 3.50
Booster Box (36 packs)	85.00 ... 110.00
Unlisted Commons	.10 ... .25
Unlisted Uncommons	.50 ... 1.50

	Name	Low	High
●	Air Elemental	1.00	1.50
★	Aladdin's Lamp	2.00	4.00
★	Aladdin's Ring	3.00	5.00
❍	Angry Mob	.75	2.00
☆	Animate Wall	1.50	2.50
★	Ankh of Mishra	2.50	4.00
★	Armageddon	5.00	8.00
★	Armageddon Clock	2.00	4.00
★	Aspect of Wolf	2.00	4.00
★	Bad Moon	4.00	8.00
☆	Balance	3.50	7.00
★	Ball Lightning	7.00	10.00
★	Birds of Paradise	4.00	8.00
★	Black Mana Battery	3.00	5.00
☆	Blessing	2.50	5.00
★	Blue Mana Battery	3.00	5.00
★	Bottle of Suleiman	2.50	4.00
★	Bronze Tablet	2.50	4.00
●	Carrion Ants	2.00	4.00
★	Chaoslace	1.50	2.50
❍	Circle of Protection: Artifact	.75	2.00
★	Clockwork Avian	3.00	5.00
★	Clockwork Beast	2.50	4.00
★	Cockatrice	4.00	6.00
★	Colossus of Sardia	5.00	7.00
●	Control Magic	.75	2.00
★	Coral Helm	2.00	4.00
★	Cosmic Horror	3.00	5.00
●	Counterspell	.75	2.00
★	Crimson Manticore	2.50	4.00
☆	Crusade	4.00	7.00
★	Dancing Scimitar	2.50	4.00
★	Deathlace	1.50	2.50
★	Dingus Egg	2.50	4.00
★	Disrupting Scepter	3.00	5.00
❍	Divine Transformation	1.50	2.50
★	Dragon Engine	1.00	2.00
★	Drain Power	2.50	5.00
★	Earthquake	3.00	5.00
★	Ebony Horse	2.00	4.00
★	El-Hajjaj	2.00	4.00
☆	Elder Land Wurm	3.50	5.00
★	Elvish Archers	2.50	4.00
☆	Eye for an Eye	2.00	4.00
●	Feldwar Stone	2.00	3.00
★	Flying Carpet	2.50	4.00
★	Force of Nature	6.00	10.00
★	Fungusaur	3.00	5.00
★	Gaea's Liege	4.00	8.00
★	Goblin King	4.00	6.00
★	Greed	2.50	4.00
★	Green Mana Battery	3.00	5.00
★	Helm of Chatzuk	2.00	4.00
★	Hive, The	3.00	5.00
★	Howling Mine	5.00	9.00
★	Hurkyl's Recall	2.00	4.00
★	Hurr Jackal	2.00	4.00
●	Hypnotic Specter	1.00	2.00
★	Inferno	3.50	5.00
★	Island Fish Jasconius	2.50	4.00
☆	Island Sanctuary	2.50	4.00
★	Ivory Tower	3.00	6 00
★	Jade Monolith	1.25	3.00
★	Jandor's Saddlebags	2.00	4.00
★	Jayemdae Tome	3.00	5.00
●	Killer Bees	2.00	4.00
❍	Kismet	2.00	4.00
★	Kormus Bell	1.50	3.00
☆	Land Tax	4.00	7.00
★	Leviathan	5.00	8.00
★	Lifelace	1.50	2.50
★	Living Artifact	2 50	4.00
★	Living Lands	2.50	4.00
★	Lord of Atlantis	4.00	6.00
★	Lord of the Pit	6.00	10.00
★	Magical Hack	3.50	6.00
★	Magnetic Mountain	2.00	4.00
★	Mahamoti Djinn	5.00	9.00
★	Mana Clash	1.50	4.00
★	Mana Flare	4.00	7.00

Key

■ ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

Mana Short	3.00	5.00	
Mana Vault	3.00	5.00	
Manabarbs	2.50	4.00	
Meekstone	3.00	4.00	
Millstone	4.00	7.00	
Mind Twist	3.00	5.00	
Mishra's Factory	2.00	4.00	
Mishra's War Machine	2.00	4.00	
Nether Shadow	3.00	4.00	
Nevinyrral's Disk	4.00	8.00	
Nightmare	7.00	12.00	
Northern Paladin	4.00	6.00	
Onulet	1.00	3.00	
Personal Incarnation	4.00	6.00	
Pirate Ship	2.50	4.00	
Power Surge	2.50	4.00	
Primal Clay	2.00	4.00	
Psionic Entity	2.50	5.00	
Purelace	1.50	2.50	
Radjan Spirit	.75	2.00	
Rag Man	2.50	4.00	
Rebirth	2.50	4.00	
Red Mana Battery	3.00	5.00	
Reverse Damage	4.00	7.00	
Righteousness	3.00	5.00	
Royal Assassin	10.00	18.00	
Savannah Lions	3.00	5.00	
Sengir Vampire	3.00	4.00	
Serra Angel	4.00	6.00	
Shivan Dragon	10.00	18.00	
Sleight of Mind	3.00	5.00	
Smoke	2.50	4.00	
Sorceress Queen	4.00	8.00	
Spirit Link	1.50	3.00	
Stasis	4.00	8.00	
Strip Mine	4.00	6.00	
Sunglasses of Urza	2.50	3.50	
Swords to Plowshares	.75	3.00	
Sylvan Library	4.00	6.00	
Tempest Efreet	1.50	3.00	
Tetravus	4.00	6.00	
Thoughtlace	1.50	2.50	
Timber Wolves	2.00	4.00	
Time Elemental	6.00	10.00	
Titania's Song	2.00	4.00	
Triskelion	3.00	5.00	
Urza's Avenger	4.00	6.00	
Verduran Enchantress	2.50	4.00	
Volcanic Eruption	2.50	4.00	
Warp Artifact	2.00	4.00	
Web	2.50	4.00	
White Mana Battery	3.00	5.00	
Will-O'-The-Wisp	4.00	7.00	
Winds of Change	3.00	5.00	
Winter Orb	3.00	5.00	
Wrath of God	4.00	7.00	
Xenic Poltergeist	1.25	3.00	
Zombie Master	3.00	5.00	

ARABIAN NIGHTS

WIZARDS OF THE COAST- 1994

Full Set (78 cards)	$750.00 ... 900.00
Booster Pack (8 cards)	60.00 ... 75.00
Booster Box (60 packs)	3,400.00 ... 4,200.00
Unlisted Commons	.25 ... .75

Name	Low	High
Abu Ja'far	4.00	8.00
Aladdin	10.00	15.00
Aladdin's Lamp	3.50	8.00
Aladdin's Ring	5.00	8.00
Ali Baba	5.00	8.00
Ali from Cairo	65.00	85.00
Army of Allah	4.00	7.00
Bazaar of Baghdad	10.00	18.00
Battle of Suleiman	4.00	7.00
Brass Man	1.00	2.00
Camel	1.00	1.50
City in a Bottle	12.00	20.00
City of Brass	12.00	20.00
Cyclone	5.00	8.00
Dancing Scimitar	5.00	8.00
Desert	3.00	5.00
Desert Nomads	2.50	3.50
Desert Twister	2.50	3.50
Diamond Valley	50.00	65.00
Drop of Honey	25.00	40.00
Ebony Horse	3.00	5.00
El-Hajjaj	4.00	7.00
Elephant Graveyard	20.00	35.00
Erhnam Djinn	18.00	30.00
Eye for an Eye	4.00	8.00
Flying Carpet	4.00	7.00
Flying Men	3.00	5.00
Guardian Beast	40.00	60.00

Hurr Jackal	1.00	2.00
Ifh-biff Efreet	20.00	30.00
Island Fish Jasconius	4.00	7.00
Island of Wak-Wak	25.00	40.00
Jandor's Ring	4.00	7.00
Jandor's Saddlebags	4.00	7.00
Jeweled Bird	3.00	5.00
Jihad	30.00	45.00
Junun Efreet	7.00	10.00
Juzam Djinn	125.00	160.00
Khabal Ghoul	25.00	40.00
King Suleiman	15.00	20.00
Kird Ape	3.00	4.00
Library of Alexandria	70.00	90.00
Magnetic Mountain	3.00	6.00
Merchant Ship	7.00	10.00
Metamorphosis	.50	1.00
Mijae Djinn	5.00	8.00
Moorish Cavalry	4.00	6.00
Mountain	4.00	6.00
Oasis	2.00	4.00
Old Man of the Sea	25.00	40.00
Oubliette	3.00	6.00
Pyramids	15.00	25.00
Repentant Blacksmith	3.00	6.00
Ring of Ma'ruf	25.00	40.00
Rukh Egg	8.00	12.00
Sandals of Abdallah	6.00	9.00

Summon Efreet
Flying
0: Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, Frenetic Efreet phases out. Otherwise, bury Frenetic Efreet.
2/1

TOP 10 HOTTEST CARDS

7) Frenetic Efreet

At any time, this nervous guy can call for a coin flip—win, and he phases out, to return during your untap. Lose, and he heads straight for the graveyard. He oughta take lessons from the Cyclopean Mummy and Skulking Ghost. Now those guys know how to scram.

Serendib Djinn	15.00	25.00
Serendib Efreet	15.00	25.00
Shahrazad	12.00	20.00
Sindbad	3.00	5.00
Singing Tree	20.00	30.00
Sorceress Queen	7.00	10.00
Stone-Throwing Devils	4.00	6.00
Wyluli Wolf	4.00	6.00
Ydwen Efreet	8.00	12.00

ANTIQUITIES

WIZARDS OF THE COAST- 1994

Full Set (100 cards)	$300.00 ... 400.00
Booster Pack (8 cards)	14.00 ... 20.00
Booster Box (60 packs)	800.00 ... 1,000.00
Unlisted Commons	.25 ... 1.00

Name	Low	High
Argivian Archaeologist	30.00	40.00
Argivian Blacksmith	.40	1.00
Argothian Treefolk	1.00	2.00
Armageddon Clock	2.00	4.00
Artifact Blast	.40	1.00
Artifact Ward	.40	1.00
Artifact Possession	.40	1.00
Ashnod's Altar	1.50	4.00
Ashnod's Battle Gear	1.50	3.00
Ashnod's Transmogrant	1.50	4.00
Atog	1.00	2.00
Bronze Tablet	4.00	6.00
Candelabra of Tawnos	35.00	50.00
Circle of Protection: Artifact	5.00	7.00
Citanul Druid	2.00	4.00
Clockwork Avian	7.00	10.00
Colossus of Sardia	10.00	15.00
Coral Helm	3.00	5.00

Cursed Rack	3.00	5.00
Damping Field	2.00	4.00
Detonate	2.00	3.00
Drafna's Restoration	1.00	2.00
Dwarven Weaponsmith	2.00	3.00
Energy Flux	1.00	2.00
Feldon's Cane	4.00	7.00
Gaea's Avenger	10.00	18.00
Gate to Phyrexia	2.50	4.00
Goblin Artisans	1.00	2.00
Golgothian Sylex	7.00	10.00
Haunting Wind	2.00	4.00
Hurkyl's Recall	4.00	7.00
Ivory Tower	5.00	8.00
Jalum Tome	3.00	5.00
Martyrs of Korlis	4.00	6.00
Mightstone	2.00	4.00
Millstone	5.00	8.00
Mishra's Factory (Spring/Fall)	5.00	8.00
Mishra's Fac. (Summer/Winter)	8.00	12.00
Mishra's War Machine	3.50	5.00
Mishra's Workshop	25.00	40.00
Obelisk of Undoing	6.00	10.00
Onulet	1.50	3.00
Orcish Mechanics	.40	1.00
Ornithopter	.40	1.00
Phyrexian Gremlins	1.00	2.00
Power Artifact	3.00	5.00
Powerleech	2.50	4.00
Priest of Yawgmoth	.75	1.50
Primal Clay	2.00	4.00
Rack, The	1.00	3.00
Rakalite	1.50	4.00
Reconstruction	1.00	2.00
Reverse Polarity	1.00	2.00
Rocket Launcher	4.00	6.00
Sage of Lat-Nam	.40	1.00
Shapeshifter	5.00	8.00
Shatterstorm	4.00	7.00
Staff of Zegon	.40	1.00
Strip Mine	6.00	10.00
Strip Mine (sky picture)	5.00	8.00
Su-Chi	3.00	5.00
Tablet of Epityr	.40	1.00
Tawnos's Coffin	18.00	25.00
Tawnos's Wand	1.50	4.00
Tawnos's Weaponry	1.50	4.00
Tetravus	8.00	10.00
Titania's Song	4.00	6.00
Transmute Artifact	3.00	5.00
Triskelion	7.00	10.00
Urza's Avenger	8.00	12.00
Urza's Chalice	.40	1.00
Urza's Miter	7.00	10.00
Wall of Spears	.50	.75
Weakstone	2.50	4.00
Xenic Poltergeist	2.50	3.50
Yawgmoth Demon	8.00	12.00

LEGENDS

WIZARDS OF THE COAST- 1994

Full Set (310 cards)	$900.00 ... 1,400.00
Booster Pack (15 cards)	25.00 ... 30.00
Booster Box (36 packs)	850.00 ... 1,000.00
Unlisted Commons	.10 ... .25

Name	Low	High
Abomination	2.00	4.00
Abyss, The	40.00	60.00
Acid Rain	12.00	20.00
Adun Oakenshield	10.00	15.00
Adventurers' Guildhouse	2.50	3.50
Afrathi Berserker	4.00	6.00
Aisling Leprechaun	.75	1.50
Akron Legionnaire	5.00	8.00
Ali Hallow's Eve	25.00	40.00
Al-abara's Carpet	10.00	15.00
Alchor's Tomb	10.00	15.00
Angelic Voices	8.00	12.00
Angus Mackenzie	10.00	15.00
Anti-Magic Aura	2.00	3.00
Arboria	4.00	6.00
Arcades Sabboth	8.00	12.00
Arena of the Ancients	4.00	6.00
Avoid Fate	.40	1.00
Axelrod Gunnarson	7.00	10.00
Ayesha Tanaka	5.00	8.00
Azure Drake	2.00	4.00
Backdraft	3.00	5.00
Backfire	2.00	3.50
Barbary Apes	.75	1.50
Barktooth Warbeard	3.00	5.00
Bartel Runeaxe	10.00	15.00
Beasts of Bogardan	2.00	4.00
Black Mana Battery	2.50	5.00

Blazing Effigy	.40	1.00
Blight	2.50	4.00
Blood Lust	2.00	4.00
Blue Mana Battery	2.50	5.00
Boris Devilboon	8.00	12.00
Brine Hag	2.00	4.00
Bronze Horse	4.00	7.00
Carrion Ants	8.00	12.00
Cathedral of Serra	2.50	3.50
Caverns of Despair	7.00	10.00
Chain Lighting	2.50	4.00
Chains of Mephistopheles	15.00	25.00
Chromium	8.00	12.00
Cleanse	12.00	20.00
Clergy of the Holy Nimbus	.25	1.00
Cocoon	2.00	4.00
Concordant Crossroads	7.00	12.00
Cosmic Horror	6.00	8.00
Craw Giant	4.00	7.00
Crevasse	2.00	4.00
Crimson Kobolds	.40	1.00
Crimson Manticore	6.00	8.00
Crookshank Kobolds	.40	1.00
Dakkon Blackblade	8.00	12.00
D'Avenant Archer	1.00	2.00
Darkness	.40	1.50
Deadfall	2.00	4.00
Demonic Torment	2.50	5.00
Devouring Deep	.40	1.00

TOP 10 HOTTEST CARDS

6) Howling Mine

There's cards in that thar' hole. Set up a Mine and watch as all the other players become your best friend; after all, you're giving them an extra card every turn. Of course, that's only until you play something like Bazaar of Wonders or the Misers' Cage. Then, you won't be nearly as popular.

Disharmony	8.00	10.00
Divine Intervention	8.00	12.00
Divine Offering	.40	1.00
Divine Transformation	7.00	10.00
Dream Coat	2.50	4.00
Dwarven Song	2.50	4.00
Elder Land Wurm	7.00	10.00
Elder Spawn	5.00	9.00
Elven Riders	4.00	7.00
Enchanted Being	.40	1.00
Enchantment Alteration	.40	1.50
Equinox	1.50	3.00
Eternal Warrior	1.50	3.50
Eureka	25.00	35.00
Evil Eye of Orms-By-Gore	4.00	6.00
Fallen Angel	4.00	7.00
Falling Star	7.00	10.00
Feint	1.00	2.00
Field of Dreams	10.00	15.00
Fire Sprites	.40	1.00
Firestorm Phoenix	15.00	25.00
Flash Counter	.75	2.00
Floral Spuzzem	3.00	5.00
Force Spike	.40	1.00
Forethought Amulet	10.00	15.00
Fortified Area	.75	3.00
Frost Giant	3.00	5.00
Gabriel Angelfire	8.00	10.00
Gauntlets of Chaos	6.00	10.00
Ghosts of the Damned	.40	1.00
Giant Turtle	.40	1.00
Glyph of Doom	.40	1.00
Glyph of Delusion	.40	1.00
Glyph of Destruction	.40	1.00
Glyph of Life	.25	1.00
Glyph of Reincarnation	.40	1.00

WENT UP WENT DOWN HEAVILY TRADED

price guide

	Low	High
Gosta Dirk	9.00	12.00
★ Gravity Sphere	15.00	20.00
Great Defender	2.00	3.50
Great Wall	2.00	3.50
Greater Realm of Preservation	7.00	10.00
★ Greed	5.00	8.00
Green Mana Battery	2.50	5.00
Gwendlyn Di Corci	12.00	15.00
Hellstone	8.00	12.00
Hammerheim	4.00	7.00
Hazezon Tamar	12.00	20.00
Headless Horseman	.15	1.00
Heaven's Gate	3.50	5.00
Hell Swarm	.40	1.00
★ Hell's Caretaker	8.00	12.00
★ Hellfire	15.00	25.00
Holy Day	1.00	2.00
★ Horn of Deafening	5.00	8.00
Hornet Cobra	.40	1.00
Horror of Horrors	3.00	6.00
Hunding Gjornersen	2.00	4.00
Hyperion Blacksmith	2.00	4.00
Ichneumon Druid	2.00	4.00
★ Imprison	9.00	12.00
In the Eye of Chaos	9.00	12.00
Indestructible Aura	.40	1.00
Infernal Medusa	5.00	8.00
☆ Infinite Authority	8.00	12.00
★ Invoke Prejudice	8.00	15.00
Ivory Guardians	2.00	4.00
Jacques le Vert	8.00	12.00
Jasmine Boreal	3.00	5.00
Jedit Ojanen	3.00	5.00
Jerrard of the Closed Fist	3.00	5.00
Johan	8.00	10.00
★ Jovial Evil	8.00	12.00
★ Juxtapose	5.00	10.00
Karakas	3.50	7.00
Kasimir the Lone Wolf	2.00	4.00
Kei Takahashi	6.00	9.00
★ Killer Bees	9.00	12.00
Kismet	4.00	8.00
★ Knowledge Vault	8.00	12.00
Kobold Drill Sergeant	5.00	10.00
★ Kobold Overlord	9.00	12.00
Kobold Taskmaster	5.00	10.00
Kobolds of Kher Keep	.40	1.00
Kry Shield	2.00	4.00
Lady Caleria	9.00	12.00
Lady Evangela	8.00	12.00
Lady of the Mountain, The	4.00	6.00
Lady Orca	2.50	4.00
Land Equilibrium	15.00	20.00
Land Tax	9.00	12.00
★ Land's Edge	6.00	10.00
Lesser Werewolf	5.00	8.00
Life Chisel	4.00	6.00
★ Life Matrix	9.00	12.00
☆ Lifeblood	10.00	15.00
★ Living Plane	15.00	25.00
Livonya Silone	9.00	12.00
Lord Magnus	4.00	6.00
Lost Soul	.15	.75
Mana Drain	35.00	45.00
★ Mana Matrix	9.00	12.00
Marble Priest	2.00	4.00
Marhault Elsdragon	1.50	4.00
★ Master of the Hunt	18.00	25.00
★ Mirror Universe	60.00	75.00
☆ Moat	35.00	55.00
★ Mold Demon	8.00	12.00
Moss Monster	.40	1.00
Mountain Stronghold	2.00	3.00
Mountain Yeti	.25	1.00
Nebuchadnezzar	8.00	12.00
★ Nether Void	35.00	45.00
Nicol Bolas	8.00	12.00
★ North Star	10.00	15.00
★ Nova Pentacle	10.00	15.00
Osai Vultures	.15	1.00
Palladia-Mors	8.00	12.00
Part Water	2.00	4.00
Pavel Maliki	2.00	5.00
Pendelhaven	3.50	6.00
☆ Petra Sphinx	5.00	8.00
★ Pixie Queen	9.00	12.00
★ Planar Gate	10.00	15.00
Pradesh Gypsies	1.50	3.00
Presence of the Master	3.50	6.00
Primordial Ooze	2.00	4.00
Princess Lucrezia	3.00	5.00
Psionic Entity	4.00	8.00
Psychic Purge	1.00	3.00
Puppet Master	2.00	3.50
Pyrotechnics	.40	1.50
Quagmire	2.00	4.00
★ Quarum Trench Gnomes	8.00	12.00
Rabid Wombat	4.00	7.00
Radjan Spirit	2.50	5.00
Raging Bull	.40	1.00
Ragnar	8.00	12.00
Ramirez DePietro	2.00	5.00
Ramses Overdark	10.00	15.00
☆ Rapid Fire	8.00	12.00

TOP 10 HOTTEST CARDS

5) Volcanic Dragon

Affectionately nicknamed the "Ball Dragon" by many players, our lava-loving buddy shoots right out of the gates when you summon him, just like his cousin the Ball Lightning. But unlike his predecessor, the Volcanic Dragon, does strike twice in the same place—even more if your opponent can't get rid of him!

	Low	High
Rasputin Dreamweaver	9.00	12.00
★ Rebirth	4.00	6.00
★ Recall	8.00	12.00
Red Mana Battery	2.50	5.00
Reincarnation	2.00	4.00
Relic Barrier	4.00	6.00
Relic Bind	2.00	4.00
Remove Enchantments	1.00	2.00
Remove Soul	.10	.50
Reset	4.00	7.00
★ Revelation	5.00	8.00
★ Reverberation	10.00	15.00
Righteous Avengers	3.00	5.00
★ Ring of Immortals	10.00	15.00
Riven Turnbull	3.00	5.00
Rohgahh of Kher Keep	10.00	15.00
Rubinia Soulsinger	9.00	12.00
Rust	.40	1.00
Sea King's Blessing	3.00	5.00
Seafarer's Quay	1.50	3.00
Seeker	1.00	2.00
Segovian Leviathan	1.50	3.00
★ Sentinel	5.00	9.00
★ Serpent Generator	5.00	8.00
Shelkin Brownie	.40	1.00
Shield Wall	1.50	3.00
Shimian Night Stalker	1.50	3.00
Silhouette	2.00	3.00
Sir Shandlar of Eberyn	2.00	3.00
Sivitri Scarzam	2.00	3.00
Sol'kanar Swamp King	8.00	12.00
Spectral Cloak	7.00	12.00
★ Spinal Villain	12.00	20.00
Spirit Link	7.00	10.00
Spirit Shackle	.40	1.50
☆ Spiritual Sanctuary	8.00	12.00
Stangg	6.00	9.00
Storm Seeker	5.00	8.00
★ Storm World	8.00	12.00
Subdue	.75	1.50
Sunastian Falconer	2.00	3.00
★ Sword of the Ages	20.00	30.00
Syphon Soul	.75	1.50
Sylvan Library	7.00	10.00
Sylvan Paradise	2.00	4.00
★ Tabernacle of Pendrell Vale	18.00	25.00
Takklemaggot	2.00	4.00
★ Telekinesis	8.00	12.00
Teleport	4.00	8.00
★ Tempest Efreet	5.00	8.00
Tetsuo Umezawa	12.00	20.00
☆ Thunder Spirit	18.00	30.00
★ Time Elemental	10.00	15.00
Tobias Andrion	2.00	3.00
Tolaria	3.50	5.00
Tor Wauki	2.00	3.00
Torsten Von Ursus	3.00	5.00
Touch of Darkness	3.00	5.00
★ Triassic Egg	4.00	7.00
Tuknir Deathlock	8.00	12.00
Tundra Wolves	.40	1.00
★ Typhoon	8.00	12.00
Undertow	2.00	3.00
Underworld Dreams	18.00	30.00
Unholy Citadel	2.00	4.00
Untamed Wilds	2.00	3.00
Urborg	3.50	6.00
Urdrago	8.00	12.00
Vaevictis Asmadi	8.00	12.00
Venarian Gold	.40	1.00
Visions	2.00	3.00
★ Voodoo Doll	6.00	9.00
Walking Dead	.40	1.00
Wall of Caltrops	.40	1.00
Wall of Dust	2.00	3.00
Wall of Earth	.40	1.00
Wall of Light	2.00	4.00
★ Wall of Opposition	4.00	7.00
Wall of Putrid Flesh	2.00	4.00
Wall of Tombstones	2.00	4.00
Wall of Wonder	2.00	3.00
Whirling Dervish	5.00	8.00
White Mana Battery	2.50	5.00
★ Willow Satyr	6.00	8.00
Winds of Change	3.00	6.00
★ Winter Blast	7.00	10.00
Wolverine Pack	.75	1.50
★ Wood Elemental	7.00	10.00
★ Wretched, The	8.00	12.00
Xira Arien	9.00	12.00
Zephyr Falcon	.40	1.00

THE DARK

WIZARDS OF THE COAST- 1994

	Low	High
Full Set (119 cards)	$150.00	250.00
Booster Pack (8 cards)	5.00	7.00
Booster Box (60 packs)	275.00	375.00
Unlisted Commons	.10	.25

Name	Low	High
Amnesia	3.00	4.00
Angry Mob	3.00	5.00
Apprentice Wizard	.75	1.50
Ashes to Ashes	.15	.40
★ Ball Lightning	10.00	15.00
Banshee	1.50	2.50
★ Barl's Cage	2.50	4.00
★ Blood Moon	6.00	8.00
Blood of the Martyr	2.00	3.00
Bone Flute	1.00	2.00
Book of Rass	1.50	3.00
Brothers of Fire	1.00	2.00
Cave People	1.00	2.00
★ City of Shadows	4.00	7.00
☆ Cleansing	4.00	7.00
Coal Golem	1.50	3.00
Curse Artifact	1.50	3.00
★ Dance of Many	3.00	5.00
Dark Heart of the Wood	.15	.40
Dark Sphere	2.00	4.00
Deep Water	.15	.40
Diabolic Machine	1.50	3.00
Drowned	.15	.40
Dust to Dust	.15	1.00
Eater of the Dead	3.00	5.00
Electric Eel	1.00	2.00
Elves of Deep Shadow	2.50	4.00
★ Eternal Flame	3.50	5.00
☆ Exorcist	6.00	8.00
Fallen, The	1.50	2.50
Fasting	1.50	2.50
Fellwar Stone	2.50	4.00
Festival	.15	.40
Fire and Brimstone	1.50	3.00
Fire Drake	1.00	2.50
Flood	.75	1.50
Fountain of Youth	1.50	2.50
★ Frankenstein's Monster	6.00	8.00
Gaea's Touch	.50	1.50
Ghost Ship	.15	.40
Giant Shark	.15	.40
Goblin Caves	.15	.40
Goblin Digging Team	.15	.40
Goblin Hero	.15	.40
★ Goblin Wizard	6.00	9.00
★ Grave Robbers	4.00	5.00
★ Hidden Path	4.00	7.00
Holy Light	.15	.25
★ Inferno	4.00	6.00
Inquisition	.15	.40
☆ Knights of Thorn	6.00	8.00
★ Leviathan	5.00	6.00
Living Armor	1.50	3.00
★ Lurker	3.00	5.00
★ Mana Clash	3.00	5.00
★ Mana Vortex	4.00	7.00
Marsh Gas	.15	.40
Marsh Goblins	.15	.40
☆ Martyr's Cry	5.00	8.00
Maze of Ith	8.00	12.00
Merfolk Assassin	5.00	8.00
★ Mind Bomb	2.00	4.00
Miracle Worker	.15	.40
★ Nameless Race	4.00	6.00
Necropolis	1.50	3.00
★ Niall Silvain	2.50	4.00
Orc General	1.50	3.50
People of the Woods	2.50	4.00
☆ Preacher	10.00	15.00
★ Psychic Allergy	3.00	6.00
★ Rag Man	3.00	5.00
Reflecting Mirror	2.00	4.00
Riptide	.15	.40
Runesword	1.50	2.50
★ Safe Haven	3.00	4.00
Savaan Elves	.15	.40
Scarecrow	2.00	4.00
★ Scarwood Bandits	4.00	7.00
Scarwood Goblins	.15	.40
Scarwood Hag	1.50	4.00
★ Season of the Witch	4.00	6.00
Sisters of the Flame	.75	1.50
Skull of Orm	4.00	6.00
★ Sorrow's Path	2.50	4.00
Spitting Slug	1.00	2.50
Squire	.15	.40
Standing Stones	2.00	4.00
★ Stone Calendar	6.00	8.00
Tangle Kelp	1.00	2.50
Tivadar's Crusade	1.50	2.50
Tormod's Crypt	1.50	3.00
Tower of Coireall	1.50	3.00
★ Tracker	6.00	8.00
Uncle Istvan	1.50	2.50
Wand of Ith	3.00	4.00
War Barge	3.00	5.00
Water Wurm	.15	.40
Whippoorwill	2.00	3.00
☆ Witch Hunter	3.00	5.00
★ Worms of the Earth	4.00	6.00
★ Wormwood Treefolk	4.00	6.00

FALLEN EMPIRES

WIZARDS OF THE COAST- 1994

	Low	High
Full Set (187 cards)	$40.00	60.00
Booster Pack (8 cards)	.60	1.25
Booster Box (60 packs)	30.00	55.00
Unlisted Commons	.10	.25

Name	Low	High
★ Aeolipile	1.00	3.00
★ Balm of Restoration	1.00	2.00
★ Bottomless Vault	4.00	6.00
★ Breeding Pit	1.50	4.00
★ Conch Horn	.75	1.50
Deep Spawn	.50	1.25
★ Delif's Cube	.75	1.50
★ Derelor	1.00	2.00
★ Draconian Cylix	2.00	3.00
★ Dwarven Armorer	2.00	3.00
Dwarven Catapult	.50	1.25
★ Dwarven Hold	2.50	4.00
Dwarven Lieutenant	.50	1.25
Dwarven Ruins	.50	1.25
★ Ebon Praetor	3.00	5.00
Ebon Stronghold	.75	1.50
★ Elvish Farmer	2.50	3.50
★ Elven Lyre	1.00	2.00
Farrel's Mantle	.50	1.25
Farrelite Priest	.10	.40
Feral Thallid	.75	1.50
★ Fungal Bloom	2.50	4.00
★ Goblin Flotilla	2.00	3.00
Goblin Kites	.50	1.25
★ Goblin Warrens	2.50	4.50
☆ Hand of Justice	4.00	7.00
Havenwood Battleground	.75	1.50
Heroism	.50	1.25
★ Hollow Trees	2.50	4.00
★ Homarid Shaman	1.50	2.50

ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

COMMON ■ UNCOMMON ★ RARE

Name	Low	High
Homarid Spawning Bed	.50	1.25
Hymn to Tourach	.10	.40
Icatian Lieutenant	2.00	3.00
Icatian Phalanx	.50	1.25
Icatian Priest	.50	1.25
Icatian Skirmishers	2.50	4.00
Icatian Store	2.50	4.00
Icatian Town	2.50	4.00
Implements of Sacrifice	1.00	2.00
Orcish Captain	.50	1.25
Orgg	2.50	4.00
Raiding Party	.50	1.25
Rainbow Vale	3.00	4.00
Ring of Renewal	2.00	3.00
River Merfolk	2.00	4.00
Ruins of Trokair	.75	1.50
Sand Silos	2.50	4.00
Seasinger	1.00	2.00
Soul Exchange	.75	1.50
Spirit Shield	2.00	3.00
Spore Cloud	.10	.40
Spore Flower	.50	1.25
Svyelunite Priest	.50	1.25
Svyelunite Temple	.50	1.25
Thallid Devourer	.50	1.25
Thelon's Chant	.50	1.25
Thelon's Curse	2.00	3.00
Thelonite Druid	.50	1.25
Thelonite Monk	2.50	3.50
Thrull Champion	3.00	6.00
Thrull Retainer	.50	1.25
Thrull Wizard	.50	1.25
Tidal Influence	.75	1.50
Tourach's Chant	.10	.40
Tourach's Gate	2.00	3.00
Vodalian Knights	3.00	4.00
Vodalian War Machine	2.50	3.50
Zelyon Sword	2.00	3.00

ICE AGE

WIZARDS OF THE COAST- 1995

Full Set (383 cards)	$225.00	350.00
Starter Deck (60 cards)	8.00	12.00
Starter Box (10 decks)	75.00	110.00
Booster Pack (15 cards)	2.25	3.00
Booster Box (36 packs)	70.00	100.00
Unlisted Commons	.10	.25

Name	Low	High
Abyssal Specter	1.00	2.00
Adarkar Sentinel	.75	1.50
Adarkar Wastes	4.00	8.00
Aegis of the Meek	2.00	4.00
Aggression	.75	1.50
Altar of Bone	2.00	4.00
Amulet of Quoz	2.00	4.00
Anarchy	1.50	2.00
Arcum's Sleigh	.75	1.50
Arcum's Weathervane	.75	1.50
Arcum's Whistle	.75	1.50
Ashen Ghoul	.75	1.50
Avalanche	.75	1.50
Balduvian Conjurer	.75	1.50
Balduvian Hydra	3.00	6.00
Baton of Morale	.75	1.50
Battle Cry	.75	1.50
Binding Grasp	.75	1.50
Black Scarab	.75	1.50
Blinking Spirit	6.00	8.00
Blizzard	2.00	4.00
Blue Scarab	.75	1.50
Brand of Ill Omen	2.00	4.00
Breath of Dreams	.75	1.50
Brushland	4.00	8.00
Call to Arms	2.00	4.00
Caribou Range	2.00	4.00
Celestial Sword	2.00	4.00
Centaur Archer	.75	1.50
Chaos Lord	3.00	5.00
Chaos Moon	2.00	4.00
Chromatic Armor	2.00	4.00
Cold Snap	.75	1.50
Conquer	.75	1.50
Crown of the Ages	4.00	6.00
Curse of Marit Lage	2.00	4.00
Dance of the Dead	.75	1.50
Deflection	10.00	15.00
Demonic Consultation	.75	1.50
Despotic Scepter	2.00	5.00
Diabolic Vision	.75	1.50
Dread Wight	2.00	4.00
Dreams of the Dead	.75	1.50
Drift of the Dead	.75	1.50
Drought	.75	1.50
Dwarven Armory	2.00	4.00
Earthlink	2.00	4.00
Elder Druid	4.00	6.00
Elemental Augury	3.00	6.00
Elkin Bottle	3.00	5.00
Enduring Renewal	5.00	8.00
Energy Storm	4.00	7.00
Essence Vortex	.75	1.50
Fanatical Fever	.75	1.50
Fiery Justice	2.00	4.00
Fire Covenant	.75	1.50
Flame Spirit	.75	1.50
Flooded Woodlands	2.00	4.00
Flow of Maggots	2.00	4.00
Forbidden Lore	2.00	4.00
Force Void	.75	1.50
Forgotten Lore	.75	1.50
Formation	2.00	4.00
Freyalise Supplicant	.75	1.50
Freyalise's Charm	.75	1.50
Freyalise's Winds	2.00	4.00
Fumarole	.75	1.50
Fyndhorn Bow	.75	1.50
Fyndhorn Elder	.75	1.50
Fyndhorn Pollen	2.00	4.00
Game of Chaos	2.00	4.00
General Jarkeld	3.00	5.00
Ghostly Flame	3.00	6.00
Giant Trap Door Spider	.75	1.50
Glacial Chasm	.75	1.50
Glacial Crevasses	2.00	4.00
Glacial Wall	.75	1.50
Glaciers	2.00	4.00
Goblin Lyre	2.00	4.00
Goblin Mutant	.75	1.50
Goblin Snowman	.75	1.50
Gravebind	1.50	3.50
Growing Rank	.75	1.50
Hallowed Ground	.75	1.50
Halls of Mist	2.00	4.00
Hecatomb	5.00	7.00

Hammer of Bogardan deals 3 damage to target creature or player
Return Hammer of Bogardan to your hand. Use this ability only during your upkeep and only if Hammer of Bogardan is in your graveyard

TOP 10 HOTTEST CARDS

4) Hammer of Bogardan

Why would anyone play with Dissipate over Counterspell? Well, the Hammer's virtually immune to regular counterspells—you can just fetch it back at your leisure. This has led many blue mages to seek the aid of Dissipate, which can permanently eliminate the Hammer.

Hematite Talisman	.75	1.50
Hippodrion	.75	1.50
Hot Springs	3.00	5.00
Hurricane	.75	1.50
Hyalopterous Lemure	.75	1.50
Hymn of Rebirth	.75	1.50
Ice Berg	.75	1.50
Ice Cauldron	2.00	4.00
Ice Floe	.75	1.50
Icequake	1.50	3.00
Icy Manipulator	5.00	8.00
Icy Prison	2.00	4.00
Illusionary Presence	2.00	4.00
Illusionary Terrain	.75	1.50
Illusions of Grandeur	3.00	6.00
Infernal Darkness	2.00	4.00
Infernal Denizen	2.00	4.00
Infinite Hourglass	2.00	4.00
Jester's Cap	15.00	25.00
Jester's Mask	9.00	15.00
Jeweled Amulet	.75	1.50
Johtull Wurm	.75	1.50
Jokulhaups	7.00	10.00
Justice	1.00	2.00
Karplusan Forest	4.00	8.00
Karplusan Giant	.75	1.50
Karplusan Yeti	3.00	5.00
Kjeldoran Elite Guard	.75	1.50
Kjeldoran Frostbeast	.75	1.50
Kjeldoran Knight	2.00	4.00
Kjeldoran Phalanx	2.00	4.00
Kjeldoran Royal Guard	2.00	4.00
Kjeldoran Skycaptain	.75	1.50
Knights of Stromgald	.75	2.00
Krovikan Elementalist	.75	1.50
Krovikan Vampire	.75	2.00
Land Cap	2.00	4.00
Lapis Lazuli Talisman	.75	1.50
Lava Tubes	2.00	4.00
Leshrac's Rite	.75	1.50
Lesrac's Sigil	.75	1.50
Lhurgoyf	7.00	10.00
Lim-Dûl's Cohort	.75	1.50
Lightning Blow	2.00	4.00
Last Order of Jarkeld	3.00	5.00
Lure	.75	1.50
Maddening Wind	.75	1.50
Magus of the Unseen	4.00	6.00
Malachite Talisman	.75	1.50
Marton Stromgald	6.00	8.00
Melee	.75	1.50
Melting	.75	1.50
Mercenaries	2.00	4.00
Merieke Ri Berit	4.00	7.00
Mesmeric Trance	2.00	4.00
Mind Warp	1.00	2.00
Mind Whip	2.00	4.00
Minion of Leshrac	6.00	8.00
Minion of Tevesh Szat	4.00	6.00
Mole Worms	.75	1.50
Monsoon	2.00	4.00
Mountain Titan	2.00	4.00
Mudslide	2.00	4.00
Musician	2.00	4.00
Mystic Might	2.00	4.00
Nacre Talisman	.75	1.50
Naked Singularity	2.00	4.00
Nature's Lore	.75	1.50
Necropotence	5.00	10.00
Oath of Lim-Dûl	2.00	4.00
Onyx Talisman	.75	1.50
Orcish Cannoneers	.75	1.50
Orcish Healer	.75	1.50
Orcish Librarian	3.00	5.00
Orcish Squatters	5.00	7.00
Order of the Sacred Torch	4.00	6.00
Order of the White Shield	.75	1.50
Pale Bears	2.00	4.00
Pentagram of the Ages	4.00	6.00
Phantasmal Mount	.75	1.50

All nonland cards you own that are not in play are white. All nonland permanents you control are white. All lands you control are plains. All colored mana symbols in all costs on all of these cards and permanents are ◆.

TOP 10 HOTTEST CARDS

3) Celestial Dawn

It seems people just can't enough of the sunrise these days. Everyone's out to not only get a good look at the sun, but to get a piece of it as well. And who can blame them? Celestial Dawn makes casting awesome creatures like Sol'kanar the Swamp King as easy as squishing Kobolds.

Pit Trap	.75	1.50
Polar Kraken	6.00	8.00
Pox	3.00	5.00
Pygmy Allosaurus	2.00	4.00
Pyroclasm	1.50	2.50
Reality Twist	2.00	4.00
Reclamation	2.00	4.00
Red Scarab	.75	1.50
Ritual of Subdual	2.00	4.00
River Delta	2.00	4.00
Runed Arch	2.00	4.00
Sacred Boon	.75	1.50
Sea Spirit	.75	1.50
Seraph	6.00	8.00
Shield of the Ages	.75	1.50
Shyft	3.00	5.00
Sibilant Spirit	3.00	6.00
Silver Erne	.75	1.50
Skeleton Ship	4.00	6.00
Skull Catapult	.75	1.50
Sleight of Mind	1.50	2.50
Snow Fortress	2.00	4.00
Snow Hound	.75	1.50
Snowblind	2.00	3.00
Soldevi Golem	3.00	5.00
Soldevi Machinist	.75	1.50
Soldevi Simulacrum	.75	1.50
Soul Barrier	.75	1.50
Spectral Shield	.75	1.50
Spirits of Evil	2.00	4.00
Spoils of War	2.00	4.00
Staff of the Ages	2.00	4.00
Stampede	3.00	6.00
Stench of Evil	.75	1.50
Stone Spirit	.75	1.50
Storm Spirit	3.00	5.00
Stromling	4.00	8.00
Stromgald Cabal	3.00	5.00
Stunted Growth	4.00	6.00
Sulfurous Springs	4.00	8.00
Sunstone	.75	1.50
Swords to Plowshares	1.00	2.00
Thermokarst	1.50	2.50
Thoughtleech	.75	1.50
Thunder Wall	.75	1.50
Timberline Ridge	2.00	4.00
Time Bomb	4.00	6.00
Total War	2.00	4.00
Touch of Vitae	.75	1.50
Trailblazer	2.00	4.00
Underground River	4.00	6.00
Updraft	.75	1.50
Urza's Bauble	.25	1.00
Veldt	2.00	4.00
Venomous Breath	.75	1.50
Vertigo	.75	1.50
Vexing Arcanix	4.00	6.00
Vibrating Sphere	2.00	4.00
Walking Wall	.75	1.50
Wall of Lava	.75	1.50
Wall of Pine Needles	.75	1.50
Wall of Shields	.75	1.50
War Chariot	.75	1.50
Whalebone Glider	.75	1.50
White Scarab	.75	1.50
Whiteout	.75	1.50
Wiitigo	3.00	5.00
Wind Spirit	.75	1.50
Wings of Aesthir	.75	1.50
Winter's Chill	2.00	4.00
Withering Wisps	.75	1.50
Word of Blasting	.75	1.50
Wrath of Marit Lage	3.00	5.00
Yavimaya Gnats	.75	1.50
Zur's Weirding	4.00	8.00
Zuran Orb	2.50	3.50

CHRONICLES

WIZARDS OF THE COAST- 1995

Full Set (125 cards)	$70.00	100.00
Booster Pack (12 cards)	1.75	2.50
Booster Box (45 packs)	70.00	100.00
Unlisted Commons	.10	.25

Name	Low	High
Abu Ja'far	.75	2.00
Akron Legionnaire	2.00	4.00
Aladdin	3.00	5.00
Angelic Voices	4.00	6.00
Arcades Sabboth	4.00	6.00
Arena of the Ancients	2.00	4.00
Axelrod Gunnarson	3.00	5.00
Ayesha Tanaka	.75	1.50
Azure Drake	.75	1.50
Banshee	.75	1.50
Barl's Cage	2.00	4.00
Beasts of Bogardan	.75	1.50
Blaze of the Martyr	.75	1.50
Blood Moon	3.00	5.00
Book of Rass	1.00	3.00
Bronze Horse	2.00	4.00
Chromium	4.00	7.00
City of Brass	6.00	10.00
Cocoon	.75	1.50
Concordant Crossroads	3.00	6.00
Craw Giant	1.50	3.00
Cyclone	2.00	4.00
Dakkon Blackblade	5.00	7.00

WENT UP | WENT DOWN | HEAVILY TRADED

price guide

Bones of Mars	1.00	4.00
Bottomless Abductor	.75	1.50
Breeze Elder	3.00	6.00
Bubble, The	.75	1.50
Bullet Ants	1.00	3.00
Burrow Lizard	.75	1.50
Burrowing Dragon	.75	1.50
Cadaverous Bobcat	3.00	5.00
Cadaverous Knight	3.00	5.00
Cadaverous Zombies	.75	1.50
Cadet's Caretaker	5.00	8.00
Call of Deafening	2.00	4.00
Call of Guardians	.75	1.50
Callum Tome	2.00	4.00
Caravan Bird	2.00	4.00
Carbon	3.00	5.00
Carnivorous Plant	2.00	4.00
Cat Lizard	1.00	2.00
Cat's Eye	4.00	6.00
Catapult	.75	1.50
Cavalry Drake	2.00	4.00
Cave Hydra	4.00	6.00
Cavern Lampad	.75	1.50
Cavern Shambler	4.00	7.00
Cavern Spirit	4.00	7.00
Cavern Wight	2.00	4.00
Cavern Wurm	.75	1.50
Cavern Wurm	.75	2.00
Cavern Wurm	.75	4.00
Cavern Wurm	.75	4.00
Cavern Wurm	.75	4

★	Flash	3.00	5.00
●	Flood Plain	1.00	2.00
●	Floodgate	.75	1.50
●	Foratog	.75	1.50
★	Forbidden Crypt	4.00	6.00
★	Forsaken Wastes	5.00	7.00
	Frenetic Efreet	3.00	5.00
●	Goblin Scouts	1.00	2.00
●	Goblin Soothsayer	.75	1.50
●	Grasslands	.75	1.50
	Grim Feast	4.00	6.00
★	Grinning Totem	15.00	25.00
★	Hakim, Loreweaver	3.00	5.00
★	Hall of Gemstone	5.00	8.00
★	Hammer of Bogarden	10.00	15.00
★	Harbinger of Night	4.00	6.00
	Harbor Guardian	.75	1.50
●	Harmattan Efreet	.75	1.50
	Haunting Apparition	.75	1.50
	Hazerider Drake	.75	1.50
★	Hivis of the Scale	3.00	5.00
●	Horrible Hordes	.75	1.50
●	Igneous Golem	.75	1.50
★	Illicit Auction	3.00	5.00
○	Illumination	.75	1.50
★	Infernal Contract	4.00	6.00
○	Iron Tusk Elephant	.75	1.50
☆	Jabari's Influence	4.00	6.00
★	Jungle Patrol	3.00	5.00
	Jungle Troll	1.00	2.00
●	Kaervek's Hex	.75	1.50
	Kaervek's Purge	1.00	2.00
●	Karoo Meerkat	.75	1.50
★	Kukemssa Pirates	3.00	5.00
●	Lead Golem	.75	1.50
	Leering Gargoyle	3.00	5.00
★	Lion's Eye Diamond	4.00	7.00
●	Locust Swarm	.75	1.50
★	Lure of Prey	3.00	5.00
	Malignant Growth	3.00	5.00
●	Mana Prism	.75	1.50
○	Mangara's Blessing	1.00	2.00
○	Mangara's Equity	.75	1.50
★	Mangara's Tome	4.00	6.00
●	Marble Diamond	1.00	2.00
★	Maro	5.00	8.00
●	Meddle	1.00	2.00
○	Melesse Spirit	2.00	3.00
●	Mind Bend	1.50	2.50
●	Mind Harness	.75	1.50
★	Mindbender Spores	3.00	5.00
●	Mire Shade	.75	1.50
★	Misers' Cage	3.00	5.00
★	Mist Dragon	8.00	12.00
●	Moss Diamond	1.00	2.00
●	Mountain Valley	1.00	2.00
○	Mtenda Griffin	1.00	2.00
●	Mystical Tutor	1.50	2.50
★	Natural Balance	5.00	8.00
●	Nettletooth Djinn	1.00	2.00
●	Nocturnal Raid	.75	1.50
☆	Null Chamber	5.00	7.00
●	Painful Memories	.75	1.50
●	Patagia Golem	.75	1.50
★	Paupers' Cage	3.00	5.00
☆	Pearl Dragon	7.00	10.00
★	Phyrexian Dreadnought	8.00	12.00
	Phyrexian Purge	3.00	5.00
★	Phyrexian Tribute	3.00	5.00
●	Phyrexian Vault	1.00	2.00
★	Political Trickery	4.00	6.00
★	Polymorph	5.00	8.00
★	Preferred Selection	4.00	6.00
	Prismatic Boon	.75	1.50
★	Prismatic Lace	3.00	5.00
★	Psychic Transfer	4.00	6.00
	Purgatory	4.00	6.00
★	Purraj of Urborg	4.00	6.00
	Radiant Essence	.75	1.50
☆	Rashida Scalebane	3.00	5.00
●	Ravenous Vampire	.75	1.50
★	Razor Pendulum	4.00	6.00
★	Reckless Embermage	4.00	6.00
	Reflect Damage	4.00	6.00
●	Reign of Chaos	.75	1.50
●	Reign of Terror	.75	1.50
	Reparations	4.00	6.00
	Rock Basilisk	4.00	6.00
●	Rocky Tar Pit	1.00	2.00
●	Roots of Life	.75	1.50
☆	Sacred Mesa	9.00	12.00
●	Sand Golem	.75	1.50
	Savage Twister	2.00	3.00
	Sawback Manticore	3.00	5.00
	Sealed Fate	1.50	2.50
★	Seeds of Innocence	3.00	5.00
○	Shadowbane	1.00	2.00
★	Shallow Grave	5.00	7.00
●	Shauku's Minion	.75	1.50
★	Shauku, Endbringer	5.00	7.00
★	Shimmer	4.00	6.00

Grinning Totem
Artifact
2, ⟲, Sacrifice Grinning Totem: Search target opponent's library for any card and put it face up in front of you. That player shuffles his or her library afterwards. You may play the card as though it were in your hand. If you do not play the card by the beginning of your next upkeep, put it into its owner's graveyard.
Illus. Donato Giancola

TOP 10 HOTTEST CARDS

1) Grinning Totem

It's cards like this that make us wish people still played for ante. Imagine how cool this card would be if you had a chance to steal another player's card…permanently! People would run in fear! Actually, they'd probably just run to their cars to get their tire-irons to thrash you severely. Still, wouldn't it be cool?

☆	Sidar Jabari	4.00	6.00
●	Sirocco	1.00	2.00
●	Sky Diamond	1.00	2.00
☆	Soul Echo	5.00	7.00
●	Soul Rend	.75	1.50
●	Spatial Binding	.75	1.50
☆	Spectral Guardian	4.00	6.00
★	Spirit of the Night	8.00	12.00
●	Stupor	1.50	3.00
★	Subterranean Spirit	4.00	6.00
☆	Sunweb	3.00	5.00
●	Superior Numbers	.75	1.50
●	Suq'Ata Firewalker	.75	1.50
★	Tainted Specter	4.00	6.00
★	Taniwha	6.00	9.00
★	Teeka's Dragon	7.00	10.00
★	Teferi's Imp	3.00	5.00
★	Teferi's Isle	3.00	5.00
★	Telim'Tor	3.00	5.00
●	Telim'Tor's Darts	.75	1.50
★	Telim'Tor's Edict	3.00	5.00
●	Tidal Wave	.75	1.50
★	Tombstone Stairwell	3.00	5.00
★	Torrent of Lava	3.00	5.00
●	Tropical Storm	.75	1.50
★	Uktabi Wildcats	4.00	6.00
●	Unerring Sling	.75	1.50
★	Unfulfilled Desires	4.00	6.00
●	Unseen Walker	.75	1.50
●	Unyaro Bee Sting	.75	1.50
○	Unyaro Griffin	.75	1.50
●	Vaporous Djinn	.75	1.50
★	Ventifact Bottle	4.00	6.00
○	Vigilant Martyr	.75	1.50
●	Vitalizing Cascade	.75	1.50
★	Volcanic Dragon	7.00	10.00
●	Volcanic Geyser	2.00	3.00
★	Waiting in the Weeds	4.00	6.00
★	Warping Wurm	4.00	6.00
●	Wave Elemental	.75	1.50
★	Wellspring	3.00	5.00
●	Wildfire Emissary	1.00	2.00
●	Windreaper Falcon	.75	1.50
●	Withering Boon	.75	1.50
●	Worldly Tutor	1.00	2.00
☆	Yare	3.00	5.00
●	Zebra Unicorn	.75	1.50
○	Zhalfirin Commander	.75	1.50
★	Zirilan of the Claw	6.00	8.00
●	Zombie Mob	.75	1.50
☆	Zuberi, Golden Feather	5.00	7.00

PROMOTIONAL CARDS

★	Arena	8.00	12.00
★	Giant Badger	6.00	10.00
★	Mana Crypt	20.00	30.00
★	Nalathni Dragon	6.00	10.00
★	Sewers of Estark	6.00	10.00
★	Windseeker Centaur	6.00	10.00

WENT UP | WENT DOWN | HEAVILY TRADED

WORLDWIDE LEADER IN MAGIC The Gathering

We BUY-SELL-TRADE
VISIONS
MIRAGE
ALLIANCES
HOMELANDS
CHRONICLES
ICE AGE
FALLEN EMPIRES
THE DARK
LEGENDS
ANTIQUITIES
ARABIAN NIGHTS
4TH EDITION
REVISED
UNLIMITED
BETA/ALPHA
BATTLETECH
STAR WARS
STAR TREK
MIDDLE EARTH
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TQUEST price guide

BATTLETECH

FPG–1996

Full Set (241 cards) ... •
Starter Box (60 cards) ... 8.00 ... 10.00
Booster Pack (15 cards) ... 90.00 ... 100.00
Booster Pack (? cards) ... 2.75 ... 3.00
Booster Box (? packs) ... 90.00 ... 100.00

CLANS: MORE FEUDAL LORDS

FPG–1996

Full Set (231 cards including 5 chase cards) ... $150.00 ... 175.00
Starter Deck (65 cards) ... 11.00 ... 13.00
Combo Display Box (6 decks/36 packs) ... 140.00 ... 150.00
Booster Pack (10 cards) ... 2.25 ... 2.50
Booster Box (36 packs) ... 75.00 ... 85.00

DC OVERPOWER

FLEER/SKYBOX–1996

Full Set (334 cards) ... $175.00 ... 250.00
Starter Deck (69 cards) ... 8.00 ... 9.00
Starter Box (12 decks) ... 90.00 ... 100.00
Booster Pack (9 cards) ... 1.50 ... 1.75
Booster Box (36 packs) ... 50.00 ... 60.00

Azrael Hero Card	R	4.00	7.00
Batman Hero Card	R	4.00	6.00
Batman Martial Arts Expert	R	4.00	7.00
Robin Hero Card	U	1.00	2.00
Superman Hero Card	R	4.00	6.00

GUARDIANS

FPG–1995

Full Limited Edition Set (324 cards including all variants) ... $150.00 ... 250.00
Full Unlimited Edition Set (324 cards including all variants) ... 150.00 ... 250.00
Starter Deck (60 cards) ... 8.00 ... 10.00
Starter Box (10 decks) ... 75.00 ... 95.00
Booster Pack (14 cards) ... 2.50 ... 3.00
Booster Box (36 packs) ... 90.00 ... 100.00

Limited & Unlimited cards are same price.

Control Destiny	U	2.00	3.00
Death	R	4.00	6.00
Dragon Wing Lord	R	10.00	15.00
Grand Avatar	R	10.00	15.00
Smoke Spirit, The	U	2.00	3.00

DAGGER ISLE EXPANSION

FPG–1996

Full Set (122 cards including variants) ... $80.00 ... 120.00
Booster Pack (14 cards) ... 2.50 ... 2.75
Booster Box (36 packs) ... 80.00 ... 95.00

Champs the Wonder Dog	R	8.00	12.00
Elandor, Mighty Wizard	R	5.00	8.00
Farmer Brown	R	5.00	8.00
Santa's Beer Sled	C	1.50	2.50
Supermodeloid	C	1.00	2.00

DRIFTER'S NEXUS EXPANSION

FPG–1996

Full Set (122 cards including variants) ... $70.00 ... 110.00
Booster Pack (8 cards) ... 1.75 ... 2.00
Booster Box (60 packs) ... 100.00 ... 115.00

HIGHLANDER

THUNDER CASTLE GAMES–1995

Full Set (165 cards) ... $150.00 ... 250.00
Starter Deck (52 cards) ... 8.00 ... 10.00
Starter Box (12 decks) ... 90.00 ... 110.00
Booster Pack (15 cards) ... 2.25 ... 2.75
Booster Box (36 packs) ... 80.00 ... 95.00
Collector's Tin Set (250 cards) ... 150.00 ... 175.00

Amanda	R	4.00	6.00
Connor MacLeod	R	7.00	10.00
Duncan MacLeod	R	7.00	10.00
Natalia	R	4.00	6.00
Rama Khan	R	6.00	8.00

HIGHLANDER: THE MOVIE EXPANSION

THUNDER CASTLE GAMES–1995

Full Set (300 cards) ... $200.00 ... 300.00
Booster Pack (15 cards) ... 2.25 ... 2.75
Booster Box (36 packs) ... 70.00 ... 90.00

MARVEL OVERPOWER

FLEER–1995

Full Set (345 cards including 42 Mission cards) ... $300.00 ... 400.00
Starter Deck (62 cards) ... $7.00 ... 10.00
Starter Box (12 decks) ... 80.00 ... 110.00
Booster Pack (9 cards) ... 2.00 ... 2.50
Booster Box (36 Packs) ... 70.00 ... 90.00
42-card Missions set (1 per pack) ... 1.00 ... 2.00

Captain America Hero Card	R	4.00	6.00
Iron Man Hero Card	R	4.00	6.00
Magneto Hero Card	R	5.00	8.00
Spider-Man Hero Card	R	9.00	15.00
Wolverine Hero Card	R	9.00	15.00
Wolvie Wounded Animal	R	7.00	12.00

POWERSURGE EXPANSION

FLEER–1995

Full Set (269 cards including 14 Mission cards) ... $200.00 ... 300.00
Booster Pack (9 cards) ... 1.50 ... 2.00
Booster Box (36 packs) ... 50.00 ... 65.00
14-card Mission set ... .25 ... .75

MISSION CONTROL EXPANSION

FLEER–1996

Full Set (142 cards including 14 Mission cards) ... $40.00 ... 60.00
Booster Pack (9 cards) ... 1.40 ... 1.75
Booster Box (36 packs) ... 48.00 ... 55.00
14-card Mission Set ... .25 ... .75

10 EXPANSION

FLEER–1997

Full Set (282 cards) ... $100.00 ... 150.00
Booster Pack (15 cards) ... 2.50 ... 3.00
Booster Box (36 packs) ... 85.00 ... 100.00

MIDDLE-EARTH: THE WIZARDS LIMITED EDITION

IRON CROWN ENTERPRISES–1995

Full Set (484 cards) ... $375.00 ... 500.00
Starter Deck (76 cards) ... 10.00 ... 12.00
Starter Box (10 decks) ... 95.00 ... 110.00
Booster Pack (15 cards) ... 3.00 ... 4.00
Booster Box (36 packs) ... 100.00 ... 120.00
Unlisted Common cards ... .05 ... .30
Unlisted Common sites ... .25 ... .75
Unlisted Common characters ... .25 ... .75
Unlisted Uncommon cards ... .75 ... 1.00

P rarity denotes Promo.

Adunaphel	R	7.00	10.00
Agburanar	R	5.00	8.00
Akhôrahil	R	10.00	15.00
Align Palantír	U	1.50	3.00
Anborn	U	1.50	3.00
Andúril, Flame of the West	R	4.00	6.00
Arinmîr	U	1.50	3.00
Arkenstone, The	R	7.00	10.00
Army of the Dead	R	4.00	6.00
Arwen	R	5.00	8.00
Assassin	R	8.00	12.00
Athelas	U	1.50	3.00
Awaken the Earth's Fire	U	1.50	3.00
Balance of Things, The	R	5.00	8.00
Balin	U	1.50	3.00
Balrog of Moria	R	7.00	10.00
Bane of the Ithil-stone	R	5.00	8.00
Barad-dûr	R	6.00	9.00
Barrow-wight	U	1.50	3.00
Beretar	U	1.50	3.00
Bergil	U	1.50	3.00
Bert (Bûrat)	U	1.50	3.00
Bilbo	R	9.00	15.00
Black Arrow	P	3.00	5.00
Bombur	U	1.50	3.00
Book of Mazarbul	U	1.50	3.00
Bridge	U	1.50	3.00
Burden of Time, The	U	2.00	4.00
Call of the Sea	U	3.00	5.00
Carn Dûm	R	4.00	6.00
Caves of Ulund	U	1.50	2.50
Cirdan	R	7.00	10.00
Cirith Ungol	R	4.00	6.00
Clear Skies	R	4.00	6.00
Clouds	R	4.00	6.00
Cock Crows, The	U	2.00	4.00
Corsairs of Umbar	U	1.50	3.00
Cracks of Doom	U	2.00	4.00
Daelomin	R	4.00	6.00
Dáin II	R	5.00	8.00
Damrod	U	1.50	3.00
Dancing Spire	U	1.50	2.50
Dead Marshes	U	1.50	2.50
Denethor II	R	4.00	6.00
Dimrill Dale	U	1.50	2.50
Dol Guldur	R	5.00	8.00
Dori	U	1.50	3.00
Dragon's Desolation	U	1.50	3.00
Drowning Seas	U	2.00	4.00
Dunharrow	R	4.00	6.00
Durin's Axe	U	1.50	3.00
Dwar of Waw	R	6.00	8.00
Dw. Ring of Borin's Tribe	R	5.00	8.00
Dw. Ring of Bavor's Tribe	R	5.00	8.00
Dw. Ring of Druin's Tribe	R	5.00	8.00
Dw. Ring of Durin's Tribe	R	5.00	8.00
Dw. Ring of Dwalin's Tribe	R	5.00	8.00
Dw. Ring of Thelor's Tribe	U	2.00	4.00
Dw. Ring of Thrér's Tribe	U	2.00	4.00
Eagle-mounts	U	4.00	6.00
Earth of Galadriel's Orchard	U	1.50	2.50
Easterling Camp	R	4.00	6.00
Easterlings	R	4.00	6.00
Elf-song	R	8.00	12.00
Elrond	R	10.00	15.00
Elves of Lindon	R	4.00	6.00
Ent-draughts	U	1.50	2.50
Eomer	U	1.50	3.00
Éowyn	U	1.50	3.00
Evenstar, The	U	1.50	3.00
Eye of Sauron	R	7.00	10.00
Fair Sailing	R	4.00	6.00
Fair Travels in Dark-domains	R	5.00	8.00
Fair Travels in Free-domains	R	5.00	8.00
Favor of the Valar	R	4.00	6.00
Fell Beast	R	8.00	12.00
Fell Turtle	R	4.00	6.00
Fífi	U	1.50	3.00
Fog	U	1.50	3.00
Frodo	R	10.00	18.00
Fury of The Iron Crown	P	2.50	4.00
Galadriel	R	6.00	9.00
Galva	R	4.00	6.00
Gamling the Old	U	1.50	3.00
Ghân-buri-Ghân	U	1.50	3.00
Glamdring	U	1.50	3.00
Glittering Caves	U	1.50	2.50
Glóin	U	1.50	3.00
Glorfindel II	R	3.00	5.00
Gollum	U	3.00	5.00
Gollum's Fate	R	6.00	8.00
Great Goblin, The	R	4.00	6.00
Great-shield of Rohan	U	1.50	3.00
Great Ship	R	5.00	8.00
Gwaihir	R	4.00	6.00
Halbarad	U	1.50	3.00
Haldalam	R	4.00	6.00
Haldir	U	1.50	3.00
Half-trolls of Far Harad	U	1.50	3.00
Hiding	R	5.00	8.00
Himring	U	1.50	2.50
Hoarmurath of Dir	R	7.00	10.00
Hobbits	R	5.00	8.00
Huorn	U	1.50	3.00
Imrahil	U	1.50	3.00
Indur Downdeath	R	6.00	8.00
Irerock	U	1.50	2.50
Iron Crown, The	P	2.50	4.00
isles of the Dead that Live	R	5.00	8.00
Khamûl the Easterling	R	10.00	15.00
Lapse of Will	U	2.00	4.00
Legolas	U	1.50	3.00
Lesser Ring	U	2.00	3.00
Leucaruth	R	4.00	6.00
Lost at Sea	R	4.00	6.00
Lost in Dark-domains	R	5.00	8.00
Lucky Search	R	4.00	6.00
Lure of Creation	U	2.00	4.00
Lure of Power	R	4.00	6.00
Mablung	U	1.50	3.00
Magic Ring of Courage	U	2.00	4.00
Magic Ring of Lore	U	2.00	4.00
Magic Ring of Nature	U	2.00	4.00
Magic Ring of Stealth	U	2.00	4.00
Magic Ring of Words	U	2.00	4.00
Merry	U	1.50	3.00
Minas Morgul	R	4.00	6.00
Minions Stir	U	2.00	4.00
Mirror of Galadriel	U	2.00	4.00
Mithril-coat, The	R	4.00	6.00
Moon	U	1.50	3.00
Morannon	R	6.00	9.00
Morgul-horse	R	6.00	9.00
Morgul-knife	R	5.00	8.00
Morgul Night	R	6.00	9.00
Mount Doom	U	1.50	2.50
Mount Gundabad	U	1.50	2.50
Mouth of Sauron	R	6.00	9.00
Mumak (Oliphant)	R	4.00	6.00
Narsil	U	1.50	3.00
Narya	R	6.00	10.00
Nazgûl are Abroad, The	R	8.00	12.00
Neeker- Breekers	P	2.50	4.00
Nenya	R	7.00	10.00
New Moon	U	2.00	4.00
Ôin	U	1.50	3.00
Old Man Willow	U	2.00	4.00
Old Thrush, The	U	2.00	4.00
Olog-hai (Trolls)	U	1.50	3.00
One Ring, The	R	30.00	50.00
Orc-lieutenant	U	1.50	2.50
Orcrist	U	2.00	4.00
Ost-in-Edhil	U	1.50	2.50
Óvatha the Horseman	R	7.00	10.00
Palantír of Amon Sul	R	4.00	6.00
Palantír of Annúminas	R	4.00	6.00
Palantír of Elostirion	U	1.50	3.00
Palantír of Minas Tirith	U	1.50	3.00
Palantír of Orthanc	U	1.50	3.00
Palantír of Osgiliath	R	4.00	6.00
Pale Sword, The	R	6.00	9.00
Paths of the Dead	R	4.00	6.00
Pick-pocket	U	1.50	3.00
Pippin	U	1.50	3.00
Plague of Wights	U	2.00	4.00
Praise to Elbereth	U	2.00	4.00
Precious, The	R	5.00	8.00
Pûkel-men	R	5.00	8.00
Quiet Lands	U	1.50	3.00
Red Arrow	U	1.50	3.00
Red Book of Westmarch	U	1.50	3.00
Ren the Unclean	R	7.00	10.00
Return of the King	R	4.00	6.00
Ring's Betrayal, The	U	2.00	4.00
Ringlore	U	2.00	4.00
Roäc the Raven	R	4.00	6.00
Rogrog	R	4.00	6.00
Sacrifice of Form	R	6.00	9.00
Sam Gamgee	U	1.50	3.00
Sapling of the White Tree	U	1.50	3.00
Scroll of Isildur	U	1.50	3.00
Secret Entrance	R	5.00	8.00
Shadowfax	R	5.00	8.00
Shelob	R	8.00	12.00
Shelob's Lair	R	7.00	10.00
Siege	R	7.00	10.00
Silent Watcher	R	5.00	8.00
Skinbark	R	4.00	6.00
Slayer	U	1.50	3.00
Smaug	R	8.00	12.00
Snowstorm	R	4.00	6.00
Southron Oasis	R	4.00	6.00
Southrons	R	4.00	6.00
Star-glass	U	1.50	3.00
Stars	U	1.50	3.00
Sting	U	1.50	3.00
Stone-circle	R	4.00	6.00
Stone of Erech	R	4.00	6.00
Stones, The	R	4.00	6.00
Storms of Ossë	R	4.00	6.00
Sun	U	1.50	3.00
Thief	R	6.00	8.00
Thorin II	R	6.00	9.00
Tolfalas	R	4.00	6.00
Tom Bombadil	R	4.00	6.00
Tom (Tuma)	U	1.50	3.00
Torque of Hues	U	2.00	4.00
Traitor	R	5.00	8.00
True Fána	R	5.00	8.00
Use Palantír	U	2.00	4.00
Uvatha the Horseman	R	7.00	10.00
Vale of Erech	R	5.00	8.00
Variag Camp	R	4.00	6.00
Variags of Khand	R	4.00	6.00
Vilya	R	5.00	8.00
Vygavril	R	4.00	6.00
Wacho	U	1.50	3.00

• PRICE NOT AVAILABLE

Wake of War	U	2.00	4.00
Watcher in the Water	U	1.50	3.00
White Towers, The	U	1.50	2.50
White Tree, The	R	5.00	8.00
William (Wuluag)	U	1.50	3.00
Will of Sauron, The	R	8.00	12.00
Will of the Ring, The	R	6.00	9.00
Witch-king of Angmar	R	8.00	12.00
Wizard's Fire	R	5.00	8.00
Wizard's Flame	U	2.00	4.00
Wizard's Laughter	U	2.00	4.00
Wizard's Ring	R	5.00	8.00
Wizard's River-horses	U	2.00	4.00
Wizard's Voice	R	4.00	6.00
Words of Power and Terror	R	5.00	8.00
Woses of Old Pükel-Land	R	4.00	6.00

THE DRAGONS EXPANSION

IRON CROWN ENTERPRISES–1996

Full Set (180 cards)	$150.00	200.00
Booster Pack (15 cards)	2.25	3.00
Booster Box (36 packs)	70.00	100.00
Unlisted Common cards	.05	.30
Unlisted Uncommon cards	.75	1.50
Unlisted Rare cards	2.00	4.00

P rarity denotes promo.

Bairanax	R	5.00	8.00
Black Breath	R	4.00	6.00
Buhr Widu	U	1.00	3.00
Deftness of Agility	R	3.00	5.00
Dragon's Hunger	R	3.00	5.00
Eärcaraxë	R	7.00	10.00
Eärcaraxë at Home	R	3.00	5.00
Echo of all Joy	U	1.00	3.00
Emerald of the Mariner	R	7.00	10.00
Exile of Solitude	R	3.00	5.00
Fever of Unrest	R	3.00	5.00
Fram Framson	R	4.00	6.00
Gothmog	R	4.00	6.00
Helm of Her Secrecy	R	4.00	6.00
Ireful Flames	P	2.00	4.00
Itangast	R	5.00	8.00
Itangast at Home	R	3.00	5.00
King Under the Mountain	R	5.00	8.00
Know to an Ounce	R	5.00	8.00
Legendary Hoard	R	5.00	8.00
Many Sorrows Befall	R	3.00	5.00
Marvels Told	C	.50	1.00
Mathom Lore	R	6.00	8.00
Memories Stolen	R	4.00	6.00
Nenseldë the Winged	R	4.00	6.00
No Escape from my Magic	R	5.00	8.00
Parsimony of Seclusion	R	3.00	5.00
Passion of Wrath	R	3.00	5.00
Prowess of Age	R	3.00	5.00
Returned Exiles	R	4.00	6.00
Riddle Game, The	R	4.00	6.00
Scatha	R	6.00	9.00
Scatha at Home	R	3.00	5.00
Scorba	R	7.00	10.00
Scorba Ahunt	U	1.00	3.00
Scorba at Home	R	3.00	5.00
Shadow of Mordor	R	7.00	10.00
Skin-Changer	R	5.00	8.00
Smaug at Home	R	3.00	5.00
Song of the Lady	R	4.00	6.00
Staff Asunder	R	3.00	5.00
Subtlety of Guile	R	3.00	5.00
Thrain II	R	5.00	8.00
Velocity of Haste	R	4.00	6.00
Were-Worm	R	6.00	9.00
Wild Fell Beast	R	8.00	12.00
Winds of Wrath	R	4.00	6.00
Wizard's Staff	U	1.00	3.00
Wormsbane	R	4.00	6.00

QUEST MINIONS EXPANSION

IRON CROWN ENTERPRISES–1996

Full Set (180 cards)	$150.00	200.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Unlisted Common cards	.05	.30
Unlisted Uncommon cards	.75	1.25
Unlisted Rare cards	2.00	3.00

Aiglos	R	5.00	8.00
An Unexpected Party	R	2.00	4.00
Baduila	R	4.00	6.00
Black Enemy's Wrath, The	R	2.00	4.00
Buthrakaur the Green	R	2.00	4.00
Dragon-helm	R	4.00	6.00
Durin's Bane	R	5.00	8.00
Elerina	R	4.00	6.00
Eyes of Mandos	R	3.00	5.00
Fate of the Ithil Stone	R	3.00	5.00
Firiel	R	3.00	5.00
First of the Order	R	2.00	4.00
Golodhros	R	5.00	8.00
Grimburgoth, The	R	4.00	6.00
Herb-lore	R	2.00	4.00
Hobbit-lore	R	2.00	4.00
Hunt, The	R	2.00	4.00
Iron-Deeps, The	R	2.00	4.00
Into the Smoking Cone	R	4.00	6.00
Like the Crash of Battering-Rams	R	2.00	4.00
Mallorn	R	4.00	6.00
My Precious	R	3.00	5.00
Out of the Black Sky	R	2.00	4.00
Pass the Doors of Dol Guldur	R	5.00	8.00
Phial of Galadriel	R	5.00	8.00
Revealed to All Watchers	R	2.00	4.00
Spider of the Morlat	R	5.00	8.00
Sulfur-Deeps, The	R	3.00	5.00
Taladhan	R	3.00	5.00
Under-courts, The	R	2.00	4.00
Under-galleries, The	R	2.00	4.00
Tribal Totem	R	2.00	4.00
Wormtongue	R	5.00	8.00

MYTHOS: CALL OF CTHULHU

CHAOSIUM–1996

Full Set (218 cards including 18 Investigative cards)	$150.00	200.00
Starter Deck (60 cards)	9.00	12.00
Starter Box (10 decks)	85.00	110.00
Booster Pack (13 cards)	2.75	3.50
Booster Box (36 packs)	90.00	115.00

Chime of Tezchapil	R	4.00	6.00
Esoteric Order of Dagon	R	5.00	8.00
Gnaph Keh	R	5.00	8.00
Mist Projector	R	5.00	8.00
Nyarlathotep	R	7.00	10.00
Ring of Eibon	R	5.00	8.00

EXPEDITIONS OF MISKATONIC UNIVERSITY EXPANSION

CHAOSIUM–1996

Full Set (67 cards)	$40.00	60.00
Booster Pack (13 cards)	2.75	3.50
Booster Box (36 packs)	90.00	115.00

Dunwich Horror, The	R	3.00	5.00
Miskatonic University, Science Annex	R	2.00	4.00
Necronomicon (Latin)	U	1.00	2.00
Old Man Whateley	R	3.00	5.00
Wilbur Whateley	U	1.00	2.00

CTHULHU RISING EXPANSION

CHAOSIUM–1996

Full Set (67 cards)	$40.00	60.00
Booster Pack (13 cards)	2.75	3.50
Booster Box (36 packs)	90.00	115.00

Create Time Warp	R	2.00	4.00
Hastur	R	3.00	5.00
Song of Hastur	R	2.00	4.00
Steal Life	R	2.00	4.00
Strange Case of Charles Fort, The	R	2.00	4.00

LEGENDS OF THE NECROMICON EXPANSION

CHAOSIUM–1996

Full Set (67 cards)	$40.00	60.00
Booster Pack (13 cards)	2.75	3.50
Booster Box (36 packs)	90.00	115.00

Akhenaten's Tomb	R	2.00	4.00
Al-Azhar University	R	3.00	5.00
Brotherhood of the Black Pharaoh	R	2.00	4.00
Consume Likeness	R	2.00	4.00
Remortification	R	2.00	4.00

NETRUNNER

WIZARDS OF THE COAST–1996

Full Set (374 cards)	$325.00	425.00
Starter Dual Deck (120 cards)	16.00	20.00
Starter Box (6 dual decks)	90.00	110.00
Booster Pack (15 cards)	3.00	3.25
Booster Box (36 packs)	90.00	110.00
Vital cards	1.00	2.00
Unlisted Common cards	.05	.30
Unlisted Vital Cards	.75	1.50
Unlisted Uncommon cards	.50	1.25
Unlisted Rare cards	2.00	4.00

Vital cards are more common than commons in starter decks, and between uncommon and rare in booster packs.

Access Through Alpha	R	4.00	6.00
Al Boon	R	4.00	6.00
Al Chief Financial Officer	R	4.00	6.00
Arasaka Owns You	R	3.00	5.00
Bartmoss Memorial Icebreaker	R	7.00	10.00
Blood Cat	R	4.00	6.00
City Surveillance	R	5.00	8.00
Data Masons	R	4.00	6.00
Deal with Militech	R	4.00	6.00
Desperate Competitor	R	4.00	6.00
Dieter Esslin	R	3.00	5.00
Disinfectant, Inc	R	4.00	6.00
Emergency Self-Construct	R	5.00	8.00
Encoder, Inc.	R	4.00	6.00
Executive Extraction	R	4.00	6.00
False Echo	R	3.00	5.00
Falsified Transactions Expert	R	4.00	6.00
Fatal Attractor	R	3.00	5.00
Field Reporter for Ice and Data	R	4.00	6.00
Forged Activation Orders	R	5.00	8.00
Haunting Inquisition	R	5.00	8.00
Hot Tip for WNS	R	4.00	6.00
I Got a Rock	R	4.00	6.00
Jenny Jett	R	4.00	6.00
Joan of Arc	R	5.00	8.00
Laser Wire	R	4.00	6.00
misc.for-sale	R	7.00	10.00
MIT West Tier	R	5.00	8.00
N.E.T.O.	R	4.00	6.00
Nerve Labyrinth	R	4.00	6.00
Omni Kismet, Ph.D	R	3.00	5.00
Organ Donor	R	4.00	6.00
Pacifica Regional AI	R	3.00	5.00
Playful AI	R	4.00	6.00
Political Overthrow	R	8.00	12.00
Poltergeist	R	3.00	5.00
Preying Mantis	R	5.00	8.00
Priority Wreck	R	4.00	6.00
Ronin Around	R	4.00	6.00
Roving Submarine	R	5.00	8.00
Shell Traders, The	R	4.00	6.00
Silver Lining Recovery Protocol	R	3.00	5.00
Singapore City Grid	R	5.00	8.00
Skalderviken SA Beta Test Site	R	4.00	6.00
Succubus	R	5.00	8.00
Synchronized Attack on HQ	R	4.00	6.00
Terrorist Reprisal	R	4.00	6.00
Tokyo-Chiba Infighting	R	4.00	6.00
Too Many Doors	R	3.00	5.00
Top Runners Conference	R	4.00	6.00
Total Genetic Retrofit	R	4.00	6.00
Twenty-Four-Hour Surveillance	R	4.00	6.00

PROTEUS EXPANSION

WIZARDS OF THE COAST–1996

Full Set (155 cards)	$100.00	150.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Common cards	.05	.30

AI Board Member	R	2.00	4.00
Armageddon	R	6.00	8.00
Back Door to Netwatch	R	4.00	6.00
Bargain with Viacox	R	2.00	4.00
Blackmail	R	4.00	6.00
Colonel Failure	R	2.00	4.00
Cybertech Think Tank	R	2.00	4.00
Death from Above	R	2.00	4.00
Deck, The	R	2.00	4.00
Department of Misinformation	R	4.00	6.00
Executive Boot Camp	R	2.00	4.00
Faked Hit	U	.75	1.50
Fetal AI	R	2.00	4.00
Frame-Up	R	2.00	4.00
Fubar	U	.75	1.50
Garbage In	U	.75	1.50
Get Ready to Rumble	U	.75	1.50
Herman Revista	U	.75	1.50
Highlighter	U	.75	1.50
Hijack	R	2.00	4.00
Homing Missile	U	.75	1.50
Hunting Pack	U	.75	1.50
Iceberg	R	2.00	4.00
Identity Donor	R	2.00	4.00
LDL Traffic Analyzers	R	2.00	4.00
Lesley Major	R	2.00	4.00
Lisa Blyte	R	2.00	4.00
Live News Feed	R	5.00	8.00
Locker	R	2.00	4.00
Lucidrine Drip Feed	R	2.00	4.00
Marcel DeSoleil	R	2.00	4.00
Mastermind	U	.75	1.50
Mercenary Subcontract	U	.75	1.50
Minotaur	U	.75	1.50
Mobile Barricade	R	2.00	4.00
Morphing Tool	U	.75	1.50
Networked Center	R	4.00	6.00
Obfuscated Fortress	R	4.00	6.00
On the Fast Track	U	.75	1.50
Panic Button	U	.75	1.50
Pattel Antibody	U	.75	1.50
Pavit Bharat	R	2.00	4.00
Pirate Broadcast	R	2.00	4.00
Please Don't Choke Anyone	R	2.00	4.00
Poisoned Water Supply	R	4.00	6.00
Prearranged Drop	R	2.00	4.00
Precision Bribery	U	.75	1.50
Promises, Promises	R	2.00	4.00
Research Bunker	R	4.00	6.00
Roadblock	R	4.00	6.00
Scaldan	R	3.00	5.00
Schlaghund Pointers	U	.75	1.50
Senatorial Field Trip	R	2.00	4.00
Simon Francisco	U	.75	1.50
Simulacrum	R	2.00	4.00
Siren	U	.75	1.50
Sphinx 2006	U	.75	1.50
Stereogram Antibody	R	2.00	4.00
Subliminal Corruption	U	.75	1.50
Sumo 2008	U	.75	1.50
Taxman	U	.75	1.50
Test Spin	R	2.00	4.00
Time to Collect	R	4.00	6.00
Toughonium Wall	R	2.00	4.00
Vienna	U	.75	1.50
Viral Pipeline	R	2.00	4.00
Weapons Depot	R	4.00	6.00
World Domination	R	6.00	8.00

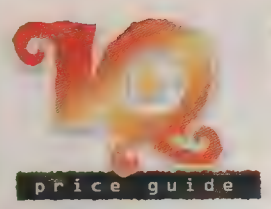
RAGE

WHITE WOLF–1995

Full Set (321 cards including 13 ultra-rare chase cards)	$200.00	275.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	65.00	85.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (24 packs)	45.00	55.00
Common cards	.05	.30
Uncommon cards	.75	2.50
Unlisted Rare cards	2.50	3.50

Alexandru ThunderRage	UR	25.00	35.00
Anna Klminski	R	3.00	5.00
Aurgra Gurahl	R	3.00	5.00
Battlecap of Shakey Mac	R	3.00	5.00
Bron Mac Fionn	R	3.00	5.00
Coup de Grace	R	3.00	5.00
Elder Vampire	R	3.00	5.00
Fang Dagger	R	5.00	7.00
Gaia's Vengeance	R	4.00	6.00
Gangrel Ally	R	3.00	5.00
Get Medieval	R	6.00	8.00
Golgol Fangs-First	R	3.00	5.00
Grand Klaive	R	3.00	5.00
Greater Banishment	R	3.00	5.00
Grimfang	R	3.00	5.00
Gunnar Draughrbane	UR	25.00	35.00
Harano Gloom	R	3.00	5.00
Jack Debiltongu	UR	25.00	35.00
Julisha of the Thousand Masks	R	3.00	5.00
Kelly Still Waters	UR	25.00	35.00
Kinfolk - Soldier of Fortune	R	3.00	5.00
Kinfolk - Veterinarion	R	3.00	5.00
Klaital Stargazer	UR	25.00	35.00
Knife Wind	R	3.00	5.00
Leukippes	UR	25.00	35.00
Lone Wolf Lupo	UR	25.00	35.00
Lunar Eclipse	R	3.00	5.00
Mamu	R	3.00	5.00
Master of the Pack	R	3.00	5.00
Matriarch Mourning	R	3.00	5.00
Morihei High-Mountain	R	3.00	5.00
Mother Larissa	R	3.00	5.00
Oisin Mac Gaelach	UR	25.00	35.00
Old Red Eagle	UR	25.00	35.00
Old Wolf of the Woods	UR	25.00	35.00
Peace of Nature	R	3.00	5.00
Pearl River	R	3.00	5.00
Pentex Refinery	R	4.00	6.00
Portable Computer	R	3.00	5.00
Progenitor Mage	R	3.00	5.00
Rite of Investiture	R	3.00	5.00
Roger Daly	R	3.00	5.00
Shogeka Hunter Moon	UR	25.00	35.00
Shotgun	R	4.00	6.00
Shu Horus	UR	25.00	35.00
Skindancer	R	4.00	6.00
Song of the Great Beast	R	3.00	5.00
Tribal War	R	3.00	5.00

WENT UP | WENT DOWN | HEAVILY TRADED



Uktena Wyrmfoe	R	4.00	6.00
Walks-with-Might	R	3.00	5.00
Wyrm Slayer, Ronin Garou	R	3.00	5.00
Yuri Tvarivich	UR	25.00	35.00

UMBRA EXPANSION

WHITE WOLF–1995

Full Set (90 cards including 5 ultra-rare chase cards) $70.00–125.00

Booster Pack (12 cards)		1.50	2.50
Booster Box (36 packs)		50.00	85.00
Common cards		.05	.30
Uncommon cards		.50	1.00
Unlisted Rare cards		1.00	2.00

Amanda Withers-in-Sun	R	1.50	2.50
Banishment by the Council	R	2.50	3.50
Battleground, The	UR	10.00	18.00
Bjorn-Blood-from-Stone	R	1.50	2.50
Cassandra Shadow-Watcher	R	1.50	2.50
Dreamspeaker Mage	R	3.00	5.00
Dr. S. "Mindbender" Garrison	R	1.50	2.50
Faerie Armor	R	1.50	2.50
Flux	UR	10.00	18.00
Heart of Midnight	R	2.50	3.50
Ka Spirit	R	1.50	2.50
Laughs-at-Death	R	1.50	2.50
Legendary	UR	10.00	18.00
Naomi	R	1.50	2.50
Nexus Crawler	R	2.50	3.50
Nightmaster	R	1.50	2.50
Pangea	UR	10.00	18.00
Petrov Tzarovitch	R	1.50	2.50
Rite of Realm Binding	R	1.50	2.50
Runs-without-Pack	R	1.50	2.50
Shakey Mac	R	2.00	3.00
Summer Country	UR	10.00	18.00
Umbral Wave	R	2.00	3.00
Wahya-Ohni	R	1.50	2.50
Wyldstorm	R	2.50	3.50

WYRM EXPANSION

WHITE WOLF–1995

Full Set (186 cards including 6 ultra-rare chase cards) $150.00–175.00

Booster Pack (15 cards)		2.00	2.50
Booster Box (24 packs)		45.00	60.00
Common cards		.05	.30
Uncommon cards		.50	2.00
Unlisted Rare cards		1.50	3.00

Alonzo Montoya	R	4.00	6.00
Amelia	R	2.00	4.00
Breath of the Defiled	R	3.00	5.00
Caern of Rythiku	R	3.00	5.00
Caern of the Blood God	R	3.00	5.00
Caern of the Unwashed Child	R	3.00	5.00
Chainsaw	R	3.00	5.00
Churjuroc's Tusk	UR	12.00	20.00
Count Vladimir Rustovich	UR	25.00	40.00
Cult Leader	R	2.00	4.00
Enticer	R	3.00	5.00
FBI Investigation	R	2.00	4.00
General, The	R	4.00	6.00
Heart Breaker	R	3.00	5.00
Incarna Avatar	R	2.00	4.00
Kiss of the Wyrm	R	3.00	5.00
Longtooth Soulkiller	R	4.00	6.00
Lord of the Realm	R	2.00	4.00
Mage's Talisman	R	5.00	7.00
Malfess	UR	12.00	20.00
Mookmaw	UR	12.00	20.00
Morgen	R	2.00	4.00
Pentex Executive & Limousine	R	2.00	4.00
Psychotic Hallucination	R	2.00	4.00
Psychotic Stalker	R	2.00	4.00
Rejected Stepchild	R	3.00	5.00
Rent Assunder	R	3.00	5.00
Spiritual Revelation	R	2.00	4.00
Tenmik	R	3.00	5.00
T.F. MacNeil	R	3.00	5.00
Totem Form	R	2.00	4.00
Trinity Hive Caern	UR	12.00	20.00
Vampire Blood	R	3.00	5.00
Zwezuuk	UR	12.00	20.00

WAR OF THE AMAZON EXPANSION

WHITE WOLF–1996

Full Set (140 cards including 5 ultra-rare chase cards) $100.00–150.00

Booster Pack (10 cards)		1.75	2.00
Booster Box (24 packs)		40.00	48.00
Common cards		.05	.30
Uncommon cards		.50	2.00
Unlisted Rare cards		1.50	2.50

Atahualpa, Blood of the Incas	R	2.00	4.00
Barnaby Shadrack	R	3.00	5.00
Battle Fervor	R	2.00	4.00
Black Claw	R	3.00	5.00
Breath of Fire	R	2.00	4.00
Conquistador's Sword	UR	12.00	20.00
Dorado Realm	UR	12.00	20.00
El Dorado	UR	12.00	20.00
Fancy Footwork Combat	R	2.00	4.00
Joseph Herlech	UR	12.00	20.00
Lost in the Jungle	R	2.00	4.00
Mantle of El Dorado	R	4.00	6.00
Rocket Launcher	R	2.00	4.00
Sept of Gold	UR	12.00	20.00
Sky River	R	2.00	4.00
Spirit Backlash	R	2.00	4.00
Stand Like A Fool	R	2.00	4.00
Swift Reconnaissance	R	2.00	4.00
Tremere Warlock	R	2.00	4.00

LEGACY OF THE TRIBES EXPANSION

WHITE WOLF–1996

Full Set (215 cards including 5 ultra-rare chase cards) $125.00–175.00

Booster Pack (10 cards)		1.75	2.00
Booster Box (24 packs)		40.00	48.00
Common cards		.05	.30
Uncommon cards		.50	2.00
Unlisted Rare cards		1.50	2.50

Anubis Stone	R	2.00	4.00
Austere Temple	R	3.00	5.00
Black Room, The	R	2.00	4.00
Ciran Far-Traveler	R	3.00	5.00
Dark Moon's Femur	R	2.00	4.00
Flamethrower	R	3.00	5.00
Frankweiler Sword	R	3.00	5.00
Giant Dogs Besiege City!	R	2.00	4.00
Gloom-at-Midnight	UR	12.00	20.00
Grandfather Bannion	R	2.00	4.00
Gungnir	R	2.00	4.00
Harmon Truefriend	R	2.00	4.00
Howls Like Thunder	R	3.00	5.00
John Hidden-Moon	R	2.00	4.00
Jorge Bolivar	UR	12.00	20.00
Joseph Roars-as-Bull	R	2.00	4.00
King Albrecht	R	4.00	6.00
Litany's Guidance, The	R	2.00	4.00
Margrave Knietzko	R	3.00	5.00
Mari Cabrah	R	2.00	4.00
Markus Rage-Like-Fire	R	3.00	5.00
Modi Votishol	UR	12.00	20.00
Monster Joe's Truck-n-Tow	R	2.00	4.00
Nwinda Moonsilver	R	12.00	20.00
Orb of the Umbra	UR	2.00	4.00
Pandora's Box	R	2.00	4.00
Passive Aggression	R	2.00	4.00
Questor	R	2.00	4.00
Revilement	R	2.00	4.00
Rheya Wrath-of-Heaven	UR	12.00	20.00
Roofwalker	R	2.00	4.00
Silver Crown, The	R	3.00	5.00
Spirit Circle	R	3.00	5.00
Stalks-Death	R	3.00	5.00
Tabula Rasa	R	2.00	4.00
Tambertail's Heart	R	3.00	5.00
Thunder's Gauntlet	R	3.00	5.00
Tibetan Monastary	R	3.00	5.00
Tracker-by-Moonlight	R	2.00	4.00
War Lodge	R	3.00	5.00
Web Drive Interface	R	2.00	4.00
William Wallace's Bones	R	2.00	4.00
Wyldkin Kami	R	2.00	4.00
Zmei	R	3.00	5.00

SHADOWFIST

DAEDALUS GAMES–1995

Full Limited Set (323 cards)		200.00	275.00
Full Standard Set (324 cards)		200.00	275.00
Starter Deck (60 cards)		8.00	10.00
Starter Box (12 decks)		90.00	110.00
Booster Pack (12 cards)		2.50	3.00
Booster Box (38 packs)		85.00	110.00

Limited & Standard are same price.

Draco	R	8.00	12.00
Homo Omega	R	10.00	15.00
Kinoshita House	R	5.00	8.00
Soul Maze	R	5.00	8.00
Zheng Yi Quan	R	10.00	15.00

NETHERWORLD EXPANSION

DAEDALUS GAMES–1995

Full Set (134 cards)		75.00	125.00
Booster Pack (15 cards)		2.50	3.00
Booster Box (36 packs)		80.00	100.00

Furious George	R	6.00	8.00
Ice Pagoda	R	5.00	8.00
Ice Shards	R	6.00	8.00
Ting Ting	R	10.00	15.00
Ze Botelho	R	5.00	8.00

FLASHPOINT EXPANSION

DAEDALUS GAMES–1996

Full Set (145 cards)		90.00	140.00
Booster Pack (8 cards)		1.50	1.75
Booster Box (30 packs)		45.00	50.00

STAR TREK

FLEER/SKYBOX–1996

Full Set (308 cards)		175.00	250.00
Starter Deck (65 cards)		8.00	10.00
Booster Pack (15 cards)		2.50	3.50
Booster Box (36 packs)		75.00	110.00
Unlisted Common cards		.05	.25
Unlisted Uncommon cards		.50	1.50
Unlisted Rare cards		2.00	4.00

The VC rarity denotes Very Common cards found in every starter deck.

Ambassador Robert Fox	VR	4.00	6.00
Android Duplicate!	VR	4.00	6.00
Boot Scene	R	3.00	5.00
Captain James T. Kirk	VC	.15	.50
Captain John Christopher	U	.50	1.50
"City on the Edge of Forever, The" (M)	U	1.00	2.00
Commander Spock	VC	.15	.50
Commodore Jose Mendez	VR	4.00	6.00
Cultural Envoy	VR	5.00	7.00
Decisive Action	R	4.00	6.00
Default Discovery	VC	.15	.50
Default Mission	VC	.15	.50
Default Plot	VC	.15	.50
Dikironium Cloud Creature	VR	4.00	6.00
Dr. Elizabeth Dehner (Challenge)	VR	4.00	6.00
Dr. Leonard H. "Bones" McCoy	VC	.15	.50
Dr. Mark Piper	R	3.00	5.00
Edge of the Galaxy	VR	6.00	8.00
Edith Keeler, 20th Century Reformer	VR	6.00	9.00
Ensign Pavel A. Chekov	U	1.50	3.00
Former Love	VR	4.00	6.00
Former Rival Finnegan	VR	4.00	6.00
Galactic High Commissioner Ferris	VR	4.00	6.00
Genghis Khan	U	1.50	2.50
"I'm a Doctor, Not a . . ."	VR	8.00	12.00
Kathless	R	3.00	5.00
Keeper, The	VR	4.00	6.00
Khan Noonien Singh	R	4.00	7.00
Klingon Sniper	VR	4.00	6.00
Landru	R	3.00	5.00
Lieutenant Alden	R	5.00	8.00
Lieutenant Commander G. Mitchell (Challenge)	VR	5.00	7.00
Lieutenant Commander Montgomery Scott	U	1.50	3.00
Lieutenant Hikaru Sulu	U	1.50	3.00
Lieutenant Kyle	VR	5.00	8.00
Lieutenant Marla McGivers	VR	4.00	7.00
Lieutenant Thom Parham	VR	5.00	8.00
Lieutenant Uhura	U	1.50	3.00
M-113 Monster (Crewman Green Form)	VR	4.00	7.00
M-113 Monster (Natural Form)	VR	7.00	10.00
Mara	U	1.50	2.50
Melkotians	U	1.50	2.50
Metron	R	4.00	6.00
Miraculous Recovery	R	3.00	5.00
Nomad	VR	4.00	6.00
Nurse Christine Chapel	U	1.00	2.50
Oddly Familiar Culture	R	3.00	5.00
Organian Council of Elders	VR	4.00	7.00
Report to the Bridge!	R	3.00	5.00
Romulan Cloaking Device	R	3.00	5.00
Samuel T. Cogley, Attorney	VR	4.00	6.00
Slingshot Effect	VR	4.00	6.00
S.S. Fesarius	VR	4.00	7.00
Starbase 11	R	3.00	4.00
Talos IV	VR	4.00	7.00
Tantalus Chamber	VR	4.00	6.00
Thasians	VR	4.00	6.00
Time Travel	R	3.00	5.00
Transporter Duplicate	VR	4.00	6.00
Transporter, Fully Energized	R	3.00	5.00
Trelane	C	.50	1.00
Turnabout Intruder	VR	4.00	6.00
U.S.S. Enterprise	VC	15	.50
Vina, the Orion Dancer	R	3.00	5.00
Yeoman Janice Rand	U	1.00	2.00
Yeoman Martha Landon	R	2.00	4.00

STARFLEET MANEUVERS EXPANSION

Full Set (160 cards)		75.00	125.00
Booster Pack (15 cards)		2.50	3.00
Booster Box (36 packs)		85.00	100.00

STAR TREK: THE NEXT GENERATION LIMITED

DECIPHER–1994

Full Set (363 cards)		500.00	800.00
Starter Deck (60 cards)		12.00	20.00
Starter Box (12 decks)		125.00	225.00
Booster Pack (15 cards)		6.00	9.00
Booster Box (36 packs)		200.00	310.00
Unlisted Common cards		.15	.50
Unlisted Common Personnel cards		.60	1.25

Cards are black-bordered.

Albert Einstein	R	6.00	10.00
Alexander Rozhenko	U	1.25	2.00
Alidar Jarok	R	4.00	6.00
Alien Groupie	R	3.50	5.00
Alien Parasites	U	1.50	2.50
Alien Probe	U	1.50	2.50
Alyanna Nechayev	R	5.00	8.00
Alyssa Ogawa	U	1.25	2.00
Amanda Rogers	U	1.50	2.50
Amarie	U	1.25	2.00
Ancient Computer	R	5.00	8.00
Anti-Time Anomaly	R	6.00	8.00
Armus–Skin of Evil	R	8.00	10.00
Auto-Destruct Sequence	C	1.50	2.50
Avert Disaster	R	4.00	6.00
Ba'el	U	2.25	3.00
B'Etor	R	10.00	18.00
Barclay's Protoplasmic Disease	R	6.00	8.00
Betazoid Gift Box	R	10.00	15.00
Beverly Crusher	R	20.00	30.00
Bochra	U	2.25	3.00
Bok	U	1.25	2.00
Borg Ship	R	12.00	20.00
Bynars Weapon Enhancement	R	7.00	10.00
Cloaked Mission	U	1.50	2.50
Cosmic String Fragment	U	1.25	2.00
Crosis	R	10.00	15.00
Crystalline Entity	R	6.00	8.00
Cultural Observation	R	3.00	5.00
Cytherians	R	5.00	8.00
Data	R	30.00	40.00
Deanna Troi	R	20.00	30.00
Devil, The	R	7.00	10.00
Devinoni Ral	U	1.50	2.50
Devoras	R	7.00	10.00
Distortion Field	U	1.50	2.50
Distortion of...Continuum	U	2.25	3.00
Divok	C	1.50	2.50
Dr. La Forge	R	5.00	8.00
Dr. Leah Brahms	R	5.00	7.00
Dr. Selar	U	1.50	2.50
Dukath	C	1.50	2.50
Duras	R	10.00	15.00
El-Adrel Creature	U	1.50	2.50
Engineering Kit	C	1.50	2.50
Etana Jol	U	1.50	2.50
Evacuation	U	1.50	2.50
Evaluate Terraforming	R	4.00	6.00
Exocomp	U	1.25	2.00
Explore Black Cluster	R	3.00	4.00
Explore Dyson Sphere	R	3.00	4.00
Explore Typhone Expanse	R	3.00	4.00
Expose Covert Supply	U	1.50	2.50
Extraction	R	4.00	6.00
Federation Outpost	C	1.25	2.00
Fek'Ihr	U	1.50	2.50
First Contact	U	1.50	2.50
Fleet Admiral Shanthi	U	1.50	2.50
Full Planet Scan	U	2.25	3.00
Gaps in Normal Space	U	1.25	2.00
Genetronic Replicator	U	2.25	3.00
Geordi La Forge	R	20.00	30.00

• PRICE NOT AVAILABLE

Goddess of Empathy	R	5.00	8.00
Gowron	R	12.00	20.00
Gravitic Mine	U	1.50	2.50
Haakona	R	7.00	10.00
Hannah Bates	L	1.25	2.00
Holo-Projectors	U	1.25	2.00
Hologram Ruse	U	1.50	2.50
Honor Challenge	R	5.00	8.00
Horga'hn	R	8.00	12.00
Hugh	R	10.00	15.00
Hunt for DNA Program	R	3.00	5.00
Husnock Ship	U	2.25	3.00
Hyper-Aging	U	1.50	2.50
I.K.C. Bortas	R	8.00	10.00
I.K.C. Buruk	R	6.00	8.00
I.K.C. Hegh'ta	R	5.00	8.00
I.K.C. K'Vort	C	1.50	2.50
I.K.C. Pagh	R	6.00	8.00
I.K.C. Qu'Vat	R	6.00	8.00
Iconia Investigation	R	3.50	5.00
Incoming Message—Federation	U	3.25	4.00
Incoming Message—Klingon	U	2.25	3.00
Incoming Message—Romulan	U	2.25	3.00
Interphase Generator	R	8.00	12.00
Investigate Alien Probe	R	4.00	6.00
Investigate Disappearance	R	4.00	6.00
Investigate Disturbance	R	4.00	6.00
Investigate Massacre	R	4.00	6.00
Investigate Raid	R	3.50	5.00
Investigate Rogue Comet	R	3.25	4.00
Investigate "Shattered Space"	R	3.50	5.00
Investigate Sighting	R	2.50	3.50
Investigate Time Continuum	R	3.50	5.00
Ishara Yar	U	2.25	3.00
Jaglon Shrek—Info Broker	R	5.00	8.00
Jean-Luc Picard	R	35.00	50.00
Jenna D'Sora	U	1.50	2.50
Jo'Bril	U	1.25	2.00
Kahless	R	8.00	12.00
Kargan	R	5.00	8.00
K'Ehleyr	R	5.00	8.00
Kell	U	1.50	2.50
Kevin Uxbridge	U	1.50	2.50
Khazara	R	7.00	10.00
Khitomer Research	R	3.50	5.00
Kivas Fajo—Collector	U	2.25	3.00
Klingon Death Yell	R	5.00	8.00
Koroth	U	1.50	2.50
Korris	U	1.50	2.50
Ktorian Game	R	4.00	6.00
Kurak	R	7.00	10.00
Kurlan Naikos	R	8.00	12.00
Kurn	R	8.00	12.00
K'Vada	U	1.25	2.00
L'Kor	U	1.25	2.00
Leah Brahms	R	7.00	10.00
Life-Form Scan	U	1.50	2.50
Lore Returns	R	9.00	15.00
Lore's Fingernail	R	8.00	12.00
Lursa	R	10.00	15.00
Lwaxanna Troi	R	10.00	18.00
McKnight	C	1.50	2.50
Medical Relief	R	3.00	5.00
Medical Tricorder	C	1.25	2.00
Mendak	R	5.00	8.00
Mercenary Ship	C	2.25	3.00
Mirok	U	1.50	2.50
Morgan Bateson	R	6.00	10.00
Mot the Barber	U	1.50	2.50
Mowar	U	1.50	2.50
Negilum	R	5.00	8.00
Nova	C	2.25	3.00
Nacelle-Warp Transport	U	1.25	2.00
Nikolai Daren	R	7.00	10.00
Nukara Servo Device	U	1.50	2.50
Orbital Contact	R	3.00	5.00
Pavel Rozhenko	U	1.50	2.50
Phantom Metal Parasites	U	2.25	3.00
Picard Satie	U	1.50	2.50
Plasma Sea	U	1.50	2.50
Plasma Space	U	1.50	2.50
Plasmonel Shields	U	1.25	2.00
Plasteel	U	1.25	2.00
Plasteel	U	2.25	3.00
Plasteel	U	2.25	3.00
Plasteel	U	1.50	2.50
Probabilistic Search	R	3.00	5.00
Probe	R	6.00	8.00
Promellian Site	U	1.50	2.50
Promellian Squad	U	1.25	2.00
Q	R	10.00	18.00
Quantum	U	3.50	5.00
Quantum Garbage Scow	U	1.50	2.50
Quantum Spikes	U	1.25	2.00
Quark's Counter	U	1.50	2.50
Reginald Barclay	R	8.00	12.00
Relief Mission	C	1.25	2.00
REM Fatigue Hallucinations	U	2.25	3.00
Restore Errant Moon	U	2.25	3.00
Richard Galen	R	6.00	10.00
Riva	U	1.50	2.50
Ro Laren	R	10.00	15.00
Roga Danar	R	10.00	15.00
Sarek	R	10.00	15.00
Sarjenka	R	4.00	6.00
Sarthong Plunder	R	3.00	5.00
Satelk	R	6.00	8.00
Secret Salvage	U	1.50	2.50
Seek Life-form	R	3.50	5.00
Sela	R	10.00	15.00
Shaka, When the Walls Fell	U	1.50	2.50
Shelby	R	7.00	10.00
Sir Isaac Newton	R	8.00	12.00
Sirna Kolrami	U	1.50	2.50
Soren	U	1.50	2.50
Strategic Diversion	U	1.25	2.00
Study "Hole in Space"	R	3.00	5.00
Study Lonka Pulsar	R	3.00	5.00
Study Nebula	R	3.00	5.00
Supernova	R	7.00	10.00
Survey Mission	R	4.00	6.00
Taibak	U	1.25	2.00
Tam Elbrun	R	8.00	12.00
Tarellian Plague Ship	U	1.50	2.50
Tasha Yar	R	10.00	18.00
Tebok	U	1.25	2.00
Telepathic Alien Kidnappers	U	2.25	3.00
Temporal Causality Loop	R	4.00	6.00
Temporal Rift	U	1.50	2.50
Test Mission	C	1.25	2.00
Thomas Riker	R	12.00	18.00
Thought Maker	R	8.00	12.00
Time Travel Pod	R	8.00	12.00
Tokath	U	1.50	2.50
Tomalak	R	7.00	10.00
Toq	U	1.25	2.00
Torak	U	1.50	2.50
Toral	U	1.25	2.00
Toreth	R	6.00	10.00
Tox Uthat	R	8.00	12.00
T'Pan	U	1.50	2.50
Transwarp Conduit	U	1.25	2.00
Traveler, The: Transcendence	U	2.25	3.00
Tsiolkovsky Infection	R	4.00	6.00
Two-Dimensional Creatures	U	2.25	3.00
U.S.S. Brittain	R	7.00	10.00
U.S.S. Enterprise	R	25.00	35.00
U.S.S. Excelsior	C	1.50	2.50
U.S.S. Galaxy	C	1.50	2.50
U.S.S. Hood	R	7.00	10.00
U.S.S. Phoenix	R	7.00	10.00
U.S.S. Sutherland	U	2.50	3.50
U.S.S. Yamato	R	8.00	12.00
Vagh	U	1.50	2.50
Varon-T Disruption	R	10.00	15.00
Vash	R	8.00	10.00
Vulcan Mindmeld	U	1.25	2.00
Vulcan Stone of Gol	R	8.00	12.00
Warp Core Breach	R	3.50	5.00
Wesley Crusher	R	15.00	25.00
William T. Riker	R	18.00	30.00
Wind Dancer	R	4.00	6.00
Worf	R	20.00	30.00
Wormhole Negotiations	R	4.00	6.00

STAR TREK: THE NEXT GENERATION UNLIMITED

DECIPHER–1995

Full Set (363 cards)		$225.00	300.00
Starter Deck (60 cards)		7.00	9.00
Starter Box (12 decks)		75.00	100.00
Booster Pack (15 cards)		2.25	3.00
Booster Box (36 packs)		75.00	100.00

Cards are white-bordered.

Single cards are worth 25 to 35% of limited equivalents.

ALTERNATE UNIVERSE EXPANSION

DECIPHER–1995

Full Set (122 cards, not including "Future Enterprise")		$80.00	135.00
Booster Pack (15 cards)		2.50	3.00
Booster Box (36 packs)		80.00	100.00
Unlisted Common cards		.05	.30
Unlisted Common Personnel cards		.50	1.25
Unlisted Uncommon cards		1.00	2.50
Unlisted Rare cards		3.00	5.00
Beverly Picard	R	9.00	12.00
Brute Force	R	4.00	6.00
Cryosatellite	R	4.00	6.00
Data's Head	R	6.00	8.00
Devidian Doorway	R	4.00	6.00
FGC-47 Research	R	4.00	6.00
Future Enterprise	UR	80.00	125.00
Gomtuu	R	4.00	6.00
Governor Worf	R	10.00	15.00
Iconian Gateway	R	4.00	6.00
Lakanta	U	1.50	3.00
Lt. (j.g.) Picard	U	2.00	4.00
Major Rakal	R	4.00	6.00
Reunion	R	4.00	6.00
Samuel Clemens' Pocketwatch	R	4.00	6.00
Tasha Yar-Alternate	R	7.00	10.00
U.S.S. Enterprise-C	R	10.00	15.00

Q CONTINUUM EXPANSION

Full Set (121 cards)		$120.00	140.00
Booster Pack (15 cards)		2.50	3.00
Booster Box (36 packs)		80.00	100.00
Common Cards		.05	.25
Uncommon Cards		.50	1.50
Unlisted Rare Cards		2.00	4.00
Arbiter of Succession	R	4.00	6.00
Blade of Tkon	R	4.00	6.00
Canar	R	4.00	6.00
Data's Body	R	5.00	8.00
Dopplegänger	R	4.00	6.00
Galen	R	8.00	12.00
IKC Mabt-R'a	R	3.00	5.00
Juliana Tainer	R	3.00	5.00
Katherine Pulaski	R	5.00	8.00
Klingon Civil War	R	3.00	5.00
Lal	R	4.00	6.00
Lemon-Aid	R	4.00	6.00
Madam Guinan	R	8.00	12.00
Manheim's Dimensional Door	R	4.00	6.00
Mona Lisa	R	4.00	6.00
Mortal Q	R	4.00	6.00
Mr. Homn	R	3.00	5.00
Nick Locarno	R	4.00	6.00
Sheliak, The	R	4.00	6.00
Terix	R	4.00	6.00
USS Stargazer	R	4.00	6.00
Yuta	R	6.00	9.00

STAR WARS–LIMITED EDITION

Full Set (324 cards)		$375.00	475.00
Starter Deck (60 cards)		9.00	10.00
Starter Deck Box (10 decks)		90.00	100.00
Booster Pack (15 cards)		3.00	3.50
Booster Box (36 packs)		95.00	120.00
Unlisted Common cards		.10	.40

Cards are black-bordered.

A Disturbance in the Force	U	1.50	2.50
Admiral Motti	R	2.00	4.00
Affect Mind	R	4.00	6.00
Alderaan	R	4.00	6.00
Alderaan	U	1.00	2.00
Alter	U	1.50	2.50
Alter	U	1.50	2.50
Assault Rifle	R	2.00	4.00
A Tremor in the Force	U	1.50	2.50
Bantha	U	1.00	2.00
Beggar	R	5.00	8.00
Beru Lars	U	1.00	2.00
Beru Stew	U	1.00	2.00
Biggs Darklighter	R	3.00	5.00
Black 2	R	6.00	10.00
Black 3	U	1.50	2.50
Blast Door Controls	U	1.00	2.00
Blaster Rack	U	1.50	2.50
Blaster Scope	U	1.50	2.50
Boosted TIE Blaster Cannon	U	1.50	2.50
Boring Conversation Anyway	R	5.00	8.00
BoShek	U	1.50	2.50
C-3PO	R	18.00	35.00
Caller	U	1.00	2.00
Cantina Brawl	R	5.00	8.00
Charming to the Last	R	2.00	4.00
Chief Bast	U	1.50	2.50
Circle is Now Complete	R	6.00	9.00
Colonel Wullf Yularen	U	1.50	2.50
Commander Praji	U	1.00	2.00
Corellian Corvette	U	1.00	2.00
Crash Site Memorial	U	1.50	2.50
Dantooine	U	1.50	2.50
Dantooine	U	1.50	2.50
Dark Collaboration	R	5.00	8.00
Dark Hours	U	1.00	2.00
Dark Jedi Lightsaber	U	1.50	2.50
Dark Jedi Presence	R	6.00	9.00
Darth Vader	R	35.00	50.00
Dathcha	U	1.50	2.50
Death Star: Central Core	U	1.00	2.00
Death Star: DBCR	U	1.00	2.00
Death Star: Lvl 4 Mil.Corr.	U	1.50	2.50
Death Star Plans	R	5.00	8.00
Death Star Sentry	U	1.50	2.50
Death Star: Trash Comp.	U	1.50	2.50
Death Star: War Room	U	1.00	2.00
Demotion	R	2.00	4.00
Devastator	R	12.00	20.00
Dice Ibegon	R	2.00	4.00
Disarmed	R	4.00	6.00
Disarmed	R	4.00	6.00
Djas Puhr	R	2.00	4.00
Don't Get Cocky	R	5.00	8.00
Dr. Evazan	R	3.00	5.00
DS-61-2	U	1.50	2.50
DS-61-3	R	7.00	10.00
Dutch	R	7.00	10.00
EG-6	U	1.00	2.00
Elis Helrot	U	1.00	2.00
Emergency Deployment	U	1.50	2.50
Empire's Back, The	U	1.50	2.50
Escape Pod	U	1.00	2.00
Evacuate?	U	1.00	2.00
Expand the Empire	R	4.00	6.00
Eyes in the Dark	U	1.50	2.50
Fear Will Keep Them In Line	R	2.00	4.00
Feltiperri Trevagg	U	1.50	2.50
Figrin D'an	U	1.00	2.00
5D6-RA-7	R	5.00	8.00
Force is Strong With this One	R	2.00	4.00
Full Scale Alert	U	1.00	2.00
Full Throttle	R	2.00	4.00
Garindan	R	2.00	4.00
General Dodonna	U	1.50	2.50
General Tagge	R	3.00	5.00
Gift of the Mentor	R	4.00	6.00
Gold 1	R	2.00	4.00
Gold 5	R	2.00	4.00
Grand Moff Tarkin	R	15.00	20.00
Gravel Storm	U	1.00	2.00
Han's Back	U	1.00	2.00
Han's Heavy Blaster Pistol	R	4.00	7.00
Han Seeker	R	3.00	5.00
Han Solo	R	25.00	40.00
Help Me Obi-Wan Kenobi	R	4.00	7.00
How Did We...this Mess?	U	1.00	2.00
Hydroponics Station	U	1.00	2.00
I Find Your...Disturbing	R	4.00	6.00
I Have You Now	R	2.00	4.00
I've Lost Artoo!	U	1.50	2.50
Imperial-Class Star Destroyer	U	2.00	3.00
Into...Chute, Flyboy	R	2.00	4.00
Ion Cannon	U	1.50	2.50
Jawa Pack	U	1.50	2.50
Jawa Siesta	U	1.50	2.50
Jedi Lightsaber	U	1.50	2.50
Jedi Presence	R	7.00	10.00
Jek Porkins	U	1.50	2.50
Juri Juice	R	2.00	4.00
Kabe	U	1.50	2.50
Kal'Falnl C'ndros	R	4.00	6.00
Kessel Run	R	2.00	4.00
Kessel	U	1.00	2.00
Kessel	U	1.00	2.00
Kitik Keed'kak	R	5.00	8.00
K'lor'slug	R	4.00	6.00
Krayt Dragon Howl	R	5.00	8.00
Labria	R	2.00	4.00
Laser Projector	U	1.00	2.00
Lateral Damage	R	2.00	4.00
Leesub Sirln	R	2.00	4.00
Leia Organa	R	25.00	40.00
Leia's Back	U	1.00	2.00
Leia's Sporting Blaster	U	1.50	2.50
Lieutenant Tanbris	U	1.00	2.00
Light Repeating Blaster Rifle	R	4.00	6.00
Lightsaber Proficiency	R	5.00	8.00
Limited Resources	U	1.00	2.00
Local Trouble	R	4.00	6.00
Lone Pilot	R	2.00	4.00
Lone Warrior	R	2.00	4.00
Look Sir, Droids	R	4.00	7.00
LUKE! LUUUKE!	U	1.50	2.50
Luke Seeker	R	3.00	5.00
Luke's Back	U	1.00	2.00
Luke Skywalker	R	25.00	40.00
Luke's X-34 Landspeeder	U	1.50	2.50
Mantellian Savrip	R	2.00	4.00
M'iiyoom Onith	U	1.00	2.00
Millennium Falcon	R	20.00	30.00
Molator	R	4.00	6.00

WENT UP | WENT DOWN | HEAVILY TRADED

price guide

price guide

Morrow Moon	U	1.00	2.00
Moment of Triumph	R	2.00	4.00
Move Along	R	5.00	8.00
MSEie "Mouse" Droid	U	1.50	2.50
Myo	R	2.00	4.00
Nabrun Leids	U	1.00	2.00
Nevar Yalnal	R	2.00	4.00
Nightfall	U	1.50	2.50
Noble Sacrifice	R	2.00	4.00
Obi-Wan Kenobi	R	25.00	40.00
Obi-Wan's Cape	R	6.00	10.00
Obi-Wan's Lightsaber	R	6.00	10.00
Observation Holocam	U	1.00	2.00
On the Edge	R	2.00	4.00
Organa's Cer. Necklace	R	4.00	6.00
Our Most Desperate Hour	R	4.00	6.00
Out of Nowhere	U	1.00	2.00
Owen Lars	U	1.50	2.50
Panic	U	1.50	2.50
Physical Choke	R	5.00	8.00
Plastoid Armor	U	1.00	2.00
Ponda Baba	U	1.50	2.50
Pops	U	1.50	2.50
Presence of the Force	R	4.00	6.00
Prophetess	U	1.50	2.50
Quad Laser Cannon	U	1.50	2.50
Reactor Terminal	U	1.00	2.00
Rebel Planners	R	2.00	4.00
Red Leader	R	6.00	10.00
Red 1	U	1.50	2.50
Red 3	R	2.00	4.00
Restricted Deployment	U	1.50	2.50
Return of a Jedi	U	1.00	2.00
Revolution	R	7.00	10.00
Rycar Ryjerd	U	1.50	2.50
Sandcrawler	R	3.00	5.00
Sandcrawler	R	3.00	5.00
Send a Detachment Down	R	5.00	8.00
Sense	U	1.50	2.50
Sense	U	1.50	2.50
Skywalkers	R	4.00	7.00
Solo Han	R	3.00	5.00
Spaceport Speeders	U	1.00	2.00
Special Modifications	U	1.50	2.50
Sunsdown	U	1.50	2.50
Tactical Re-Coll	R	2.00	4.00
Tagge Seeker	R	2.00	4.00
Targeting Computer	U	1.50	2.50
Tarkin Seeker	R	2.00	4.00
Tatooine: Cantina	R	2.00	4.00
Tatooine: Cantina	R	2.00	4.00
Tatooine: Lars' Moisture Farm	U	1.00	2.00
Tatooine: Mos Eisley	U	1.00	2.00
Tatooine: Obi-Wan's Hut	R	4.00	6.00
Thank the Maker	R	2.00	4.00
This is All Your Fault	U	1.50	2.50
TIE Advanced x1	U	1.00	2.00
TIE Fighter	C	.50	.75
Tonnika Sisters	R	6.00	10.00
Traffic Control	U	1.00	2.00
Trinto Duaba	U	1.50	2.50
Trooper Charge	U	1.00	2.00
Turbolaser Battery	R	3.00	5.00
Tusken Breath Mask	U	1.50	2.50
2X-3KPR	U	1.50	2.50
Utinni!	R	5.00	8.00
Utinni!	R	5.00	8.00
Vader's Custom TIE	R	10.00	18.00
Vader's Eye	R	5.00	8.00
Vader's Lightsaber	R	8.00	12.00
Warrior's Courage	R	2.00	4.00
We're All Gonna ...Thinner!	R	5.00	8.00
WED-9-M1 Bantha Droid	R	2.00	4.00
WED15-1662 Treadwell Drd.	R	2.00	4.00
Wioslea	U	1.50	2.50
Wrong Turn	U	1.50	2.50
Wuher	U	1.00	2.00
Yavin 4: Jungle	U	1.00	2.00
Yavin 4: Massasi War Rm.	U	1.00	2.00
Yavin 4: Massassi Throne Rm.	R	5.00	8.00
Yavin Sentry	U	1.00	2.00
Yerko Mig	U	1.50	2.50
Your Eyes Can Deceive You	U	1.50	2.50
Your Powers...Old Man	R	4.00	6.00

STAR WARS: UNLIMITED EDITION

DECIPHER, INC.—1996

Full Set (330 cards including 6 new, exclusive cards) ..... $300.00 ... 400.00
Starter Duel Deck (120 cards) ... 15.00 ... 20.00
Starter Box (5 duel decks) ..... 70.00 ... 100.00
Booster Pack (15 cards) ..... 2.50 ..... 3.50
(Booster Packs are found one per duel deck.)
Cards are white-bordered.
Single cards are worth 25 to 35% of limited equivalents.

A NEW HOPE EXPANSION

DECIPHER—1996

Full Set (162 cards) ..... $200.00 ... 250.00
Booster Pack (15 cards) ..... 2.50 ... 3.50
Booster Box (36 packs) ..... 75.00 ... 110.00
Unlisted Common cards ..... .10 ..... .30

Advance Preparation	U	1.00	2.00
Alternatives to Fighting	U	1.00	2.00
Astromech Shortage	U	.75	1.50
Attack Run	R	4.00	6.00
Besieged	R	2.00	3.00
Black 4	U	1.00	2.00
Bowcaster	R	2.00	3.00
Braniac	R	12.00	18.00
Captain Khurgee	U	1.00	2.00
Cell 2187	R	5.00	8.00
Chewbacca	R	12.00	18.00
Clak'dor VII	R	3.00	5.00
Commander Vandeen Willard	U	.75	1.50
Commence Primary Ignition	R	3.00	5.00
Commence Recharging	R	2.00	4.00
Conquest	R	10.00	15.00
Corellia	R	5.00	8.00
Dannik Jerriko	R	4.00	6.00
Danz Borin	U	.75	1.50
Dark Waters	R	2.00	3.00
Death Star	R	10.00	15.00
Death Star Tractor Beam	R	2.00	4.00
Death Star: Conference Room	U	1.00	2.00
Death Star: Trench	R	3.00	5.00
Dejarik Hologame Board	R	5.00	8.00
Dianoga	R	2.00	4.00
Doikk Na'ts	U	.75	1.50
Double Agent	R	2.00	4.00
DS-61-4	R	2.00	4.00
Evader	U	1.00	2.00
Fire Extinguisher	U	.75	1.50
Garouf Lafoe	U	.75	1.50
Gold 2	U	1.50	2.50
Greedo	R	12.00	18.00
Hem Dazon	R	6.00	8.00
Het Nkik	U	.75	1.50
Hunchback	R	6.00	8.00
Hyperwave Scan	U	1.00	2.00
Hypo	R	5.00	8.00
I'm Here to Rescue You	U	1.00	2.00
I'm On the Leader	R	5.00	8.00
Ickabel G'ont	U	.75	1.50
Imperial Holotable	R	4.00	7.00
Informant	U	1.00	2.00
IT-O	R	4.00	7.00
Kiffex	R	4.00	6.00
Krayt Dragon Bones	U	1.00	2.00
Laser Gate	U	.75	1.50
Leia Seeker	R	2.00	4.00
Let the Wookie Win	R	5.00	8.00
Lirin Car'n	U	.75	1.50
Logistical Delay	U	.75	1.50
Lt. Shann Childsen	U	1.00	2.00
Luke's Cape	R	6.00	8.00
Luke's Hunting Rifle	U	1.00	2.00
M-HYD Binary Droid	U	1.00	2.00
Magnetic Suction Tube	R	2.00	3.00
Magnetic Suction Tube	R	2.00	3.00
Maneuver Check	R	2.00	3.00
Mosep	U	.75	1.50
Motti Seeker	R	2.00	3.00
Nalan Cheel	U	.75	1.50
Out of Commission	U	.75	1.50
Program Trap	U	1.00	2.00
R2-D2	R	10.00	18.00
R3-T6	R	6.00	8.00
Red 2	R	7.00	10.00
Red 5	R	10.00	15.00
Red 6	U	2.00	3.00
Reegesk	U	.75	1.50
Reserve Pilot	U	1.00	2.00
Retract the Bridge	R	5.00	8.00
Rogue Bantha	U	1.00	2.00
Sabotage	U	1.00	2.00
Sandcrawler: Droid Junkheap	R	5.00	8.00
Sandcrawler: Loading Bay	R	5.00	8.00
Scanner Techs	U	1.00	2.00
Sensor Pane	U	1.00	2.00
Sniper	U	1.00	2.00
Sorry About the Mess	U	1.00	2.00
Spice Mines of Kessel	R	5.00	8.00
Superlaser	R	4.00	6.00
SW-4 Ion Cannon	R	2.00	4.00
Tantive IV	R	10.00	15.00
Tatooine: Bluffs	R	5.00	8.00
Tech Mo'r	U	.75	1.50
Tentacle	C	.75	1.50
There'll be Hell to Pay	U	.75	1.50
They're on Dantooine	R	5.00	8.00
This is Some Rescue!	U	1.00	2.00
TIE Assault Squadron	U	2.00	3.00
Tiree	U	1.00	2.00
Tractor Beam	U	1.00	2.00
Trooper Davin Felth	R	2.00	4.00
Tzizvvt	R	2.00	3.00
U-3PO	R	5.00	8.00
Undercover	U	.75	1.50
Undercover	U	1.00	2.00
URoRRuR'R'R	U	.75	1.50
URoRRuR'R'R's Hunting Rifle	U	.75	1.50
Victory Class Star Destroyer	U	2.00	4.00
WED15-17 'Septoid' Droid	U	.75	1.50
Wedge Antilles	R	12.00	18.00
What're You ... On Us?	U	.75	1.50
Wookie Roar	R	5.00	8.00
Y-wing Assault Squadron	U	1.00	2.00
Yavin 4: Briefing Room	U	1.00	2.00
Yavin 4: Massassi Ruins	U	1.00	2.00
You're All Clear Kid!	R	5.00	8.00

EMPIRE STRIKES BACK: HOTH EXPANSION

DECIPHER—1996

Full Set (162 cards) ..... $200.00 ... 250.00
Booster Pack (15 cards) ..... 2.50 ... 3.50
Booster Box (36 packs) ..... 75.00 ... 100.00
Common cards ..... .10 ..... .30
Unlisted Uncommon Cards ..... .75 ..... 1.25

2-1B	R	5.00	7.00
Admiral Ozzel	R	5.00	7.00
Anakin's Lightsaber	R	6.00	10.00
Artillery Remote	R	3.00	5.00
AT-AT Cannon	U	1.50	2.50
Atgar Laser Cannon	U	1.00	2.00
Bacta Tank	R	2.00	4.00
Blizzard 1	R	6.00	10.00
Blizzard 2	R	3.00	5.00
Blizzard Scout 1	R	5.00	7.00
Blizzard Walker	U	1.00	2.00
Captain Piett	R	3.00	5.00
Collapsing Corridor	R	2.00	4.00
Cmdr. Luke Skywalker	R	15.00	25.00
Concussion Grenade	R	5.00	8.00
Dack Ralter	R	2.00	4.00
Death Mark	R	5.00	7.00
Death Squadron	U	1.50	2.50
Debris Zone	R	2.00	4.00
Disarming Creature	R	5.00	7.00
Dual Laser Cannon	U	1.00	2.00
Echo Base Operations	R	2.00	4.00
Frozen Dinner	R	5.00	7.00
Furry Fury	R	2.00	4.00
General Carlist Rieekan	R	3.00	5.00
General Veers	R	6.00	9.00
Golan Laser Battery	U	1.00	2.00
High Anxiety	R	5.00	8.00
Hoth: Wampa Cave	R	2.00	4.00
I Thought They Smelled Bad	R	5.00	7.00
Image of the Dark Lord	R	2.00	4.00
K-3PO	R	5.00	7.00
Lightsaber Deficiency	U	1.00	2.00
Major Bren Derlin	R	2.00	4.00
Meteor Impact?	R	5.00	7.00
Mournful Roar	R	6.00	9.00
Planet Defendar Ion Cannon	R	3.00	5.00
R-3PO	R	2.00	4.00
Responsibility of Command	R	5.00	7.00
Rogue 1	R	8.00	12.00
Rogue 2	R	3.00	5.00
Rogue 3	R	6.00	9.00
Rug Hug	R	5.00	7.00
Scruffy-Looking Nerf Herder	R	2.00	4.00
Snowspeeder	U	1.00	2.00
Surface Defense Cannon	R	3.00	5.00
Stalker	R	10.00	15.00
Tactical Support	R	2.00	4.00
Target The Main Generator	R	2.00	4.00
The First Transport Is Away!	R	6.00	10.00
This Is Just Wrong	R	5.00	7.00
Trample	R	5.00	7.00
Tyrant	R	10.00	15.00
Wampa	R	3.00	5.00
Weapon Malfunction	R	5.00	7.00
Wes Janson	R	3.00	5.00
Who's Scruffy-Looking	R	5.00	7.00
Yaggle Gakkle	R	2.00	4.00
You Have Failed Me...	R	5.00	7.00
You Will Go to Dagobah...	R	6.00	9.00
Zev Senesca	R	2.00	4.00

WILDSTORMS

WILDSTORM PRODUCTIONS—1995

Full Set (315 cards) ..... $250.00 ... 350.00
Starter Deck (60 cards) ..... 7.00 ..... 9.00
Starter Box (12 decks) ..... 75.00 ... 95.00
Booster Pack (15 cards) ..... 2.00 ..... 2.50
Booster Box (36 packs) ..... 70.00 ... 85.00

Lynch	R	8.00	12.00
Mysterious Disappearance	R	8.00	12.00
Old Rivalry Resurfaces	R	6.00	10.00
Pitt	R	8.00	12.00
Second Wind	R	4.00	8.00

CONFLICT! EXPANSION

WILDSTORM PRODUCTIONS—1996

Full Set (150 cards) ..... $80.00 ... 100.00
Booster Pack (15 cards) ..... 2.00 ..... 2.25
Booster Box (36 packs) ..... 70.00 ... 80.00

Angela	UR	10.00	15.00
Ash	UR	8.00	12.00
Avengelyne	UR	10.00	15.00
Caitlin Fairchild	UR	10.00	15.00
Coda Voodoo	UR	8.00	12.00
Glory	UR	8.00	12.00
Homage Studios	UR	8.00	12.00
Mindblast	R	5.00	8.00
Rainmaker	UR	8.00	12.00
Recharging The Deck	R	4.00	7.00
Roxy "Freefall"	UR	10.00	15.00
Timeline Manipulator	R	5.00	8.00

THE X-FILES

U.S. PLAYING CARD CO.—1996

Full Set (334 cards) ..... • ..... •
Starter Deck (60 cards) ..... 9.00 ... 10.00
Starter Box (12 decks) ..... 90.00 ... 110.00
Booster Pack (15 cards) ..... 2.50 ..... 3.00
Booster Box (36 packs) ..... 85.00 ... 100.00
Common cards ..... .05 ..... .30
Uncommon cards ..... .75 ..... 1.50
Rare cards ..... 3.00 ..... 6.00
Fixed cards ..... .25 ..... .75

Agent Alex Krycek	UR	15.00	25.00
Agent Fox Mulder	UR	20.00	35.00
Agent Dana Scully	UR	20.00	35.00
Assistant Director Walter Skinner	UR	18.00	30.00
Counterintelligence Measures	UR	12.00	20.00
Dana Scully Abducted	UR	18.00	30.00
Deep Throat	UR	18.00	30.00
Lone Gunman, The	UR	12.00	20.00
No One So Paranoid	PR	20.00	30.00
Skinner Chooses a Side	UR	10.00	15.00
X	UR	18.00	30.00

XXXENOPHILE

SLAG-BLAH! ENTERTAINMENT—1996

Full Set (270 cards) ..... $125.00 ... 175.00
Starter Deck (60 cards) ..... 9.00 ... 10.00
Starter Box (10 decks) ..... 80.00 ... 95.00
Booster Pack (15 cards) ..... 2.00 ..... 2.50
Booster Box (24 packs) ..... 48.00 ... 55.00

ATTENTION *MYTHOS* FANS:

Turn to page 130 for a complete players guide for the new *Mythos* expansion set, *The Dreamlands*!

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InQUEST PLAYERS GUIDE

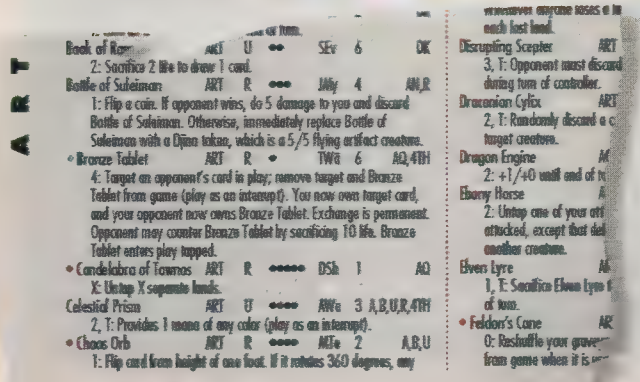
What you need to know about the *InQuest Magic* Players Guide

The *InQuest* Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for *Magic: The Gathering*, along with up to two other collectible card games in the Players Guide Spotlight.

FAN BOOK

MAGIC: THE GATHERING

SAMPLE LISTING


ART
Book of Ro... ART U •• SEv 6 DK
2: Sacrifice 2 life to draw 1 card.
Bottle of Suleiman ART R ••• JMy 4 AM,R
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.
• Bronze Tablet ART R • TWa 6 AQ,4TH
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.
• Candelabra of Tawnos ART R ••••• DSh 1 AQ
X: Untap X separate lands.
Celestial Prism ART U •••• AWa 3 A,B,U,R,4TH
2, T: Provides 1 mana of any color (play as an interrupt).
• Chaos Orb ART R •••• MTe 2 A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any
removes anyone tosses a
each lost land.
Disrupting Scepter ART
3, T: Opponent must discard
during turn of controller.
Draconian Cylix ART
2, T: Randomly discard a
target creature.
Dragon Engine M
2: +1/+0 until end of
Ebony Horse A
2: Untap one of your
attacked, except that
another creature.
Elven Lyre A
1, T: Sacrifice Elven Lyre
of turn.
• Feldon's Cane AR
0: Reshuffle your grave
from game when it is
74 InQUEST

Bottle of Suleiman is a rare artifact, it has a three power rating, and it was painted by Jesper Myrfors. Its casting cost is four mana; it's available in *Arabian Nights* and Revised. Flip a coin and, if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take five damage. How do we know all that? Because our lord Asmodeus told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts below. Asmodeus had next to nothing to do with it. Just so you know: restricted cards are limited to one per deck in tournament settings. And banned cards, well, are a no-no for tournaments.

RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1, or R2-D2; in this price guide, cards are either common, uncommon or rare. We've got a real simple abbreviation system for those words—check it out below.

C Common
They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

U Uncommon
These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

R Rare
Whoa momma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

UR Ultra-Rare
These are chase cards that usually are found one per box and sometimes even less frequently.

SHELKIN BROWNIE CARD DESCRIPTION

A
B
C
D
E
F
G
H
: Remove the bands with other ability from target creature until end of turn.
Leave a bowl of milk on your doorstep each night for the brownies, or they'll cause you no end of mischief.

- **A** — Card Name.
- **B** — Kind. Summon Faerie means the Brownie is a creature of "the genus Faerie."
- **C** — Description. The description of exactly what the card can do.
- **D** — Flavor Text. A funny or informative quote, usually historical in nature.
- **E** — Artist.
- **F** — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.
- **G** — Expansion Symbol. This tells you what set the card belongs to; in the Brownie's case, the column symbol means he's from the *Legends* set.
- **H** — Power/Toughness. Only for creatures.

POWER RATINGS

Trying to figure out which cards to put into your tournament deck? After playing *Magic* for hours on end, we've rated every single card. So if you're trying to figure out whether or not a card is going to make your deck competitive, check out our power ratings.

••••• Five Stars. The best...and this time we really mean it. In order for a card to earn a five-star rating it has to be incredibly useful in just about any deck of the appropriate color. These are the cards you see time and again in tournaments, and for good reason. We're talking power cards like Black Lotus and Time Walk, as well as incredibly efficient cards like Disenchant, Lightning Bolt and Erhnam Djinn.

•••• Four Stars. Don't get us wrong...some cards can be great without being the best. There are a lot of really useful cards that you don't necessarily want to use all the time. Necropotence is a great card, but it really only works in a couple of types of decks. The best sideboard cards (Anarchy, Gloom, Pyroclasm) fall into the four-star category due to their specialized nature.

••• Three Stars. Smack dab in the the middle, these are the good solid cards that can be very useful in casual play, but are often too expensive or too limiting to be put to really good use in most tournament decks. There are some cards in this category you'll occasionally see in tournament decks, but usually not all that often. Spells like Flying Carpet, Desert Twister and Mana Flare and creatures like Ghost Ship, Dwarven Warriors and Thicket Basilisk are good examples of average cards.

•• Two Stars. These cards have their uses, but they're generally only put into decks when the set they're in first comes out, when they're part of a deck with a funky theme or when they're used for fun in casual play. Two-star cards rarely appear in tournament decks. Some good examples of two-star cards are Pit Scorpion, Fog and Goblin Hero.

• One Star. The cream of the crap, these are the cards that few people use if they have any goal of winning. While some of these cards may have some use in some warped game environment (like Sorrow's Path), they're generally all around useless unless put in a VERY specific deck. Unless you've got a specific theme in mind, these cards aren't worth your trouble.

— Inapplicable. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

Alexander, Rob	RAl
Asplund-Faith, Randy	RAF
Avan, John	JAv
Baroh, Julie	JBa
Beard, Edward Jr.	EBe
Beel, Stuart	SBe
Benson, Melissa	MBe
Bishop, Kristen	KBi
Bliss, Robert	RBl
Bolton, John	JBo
Brockschmidt, Kev	KBr
Brudi, Cornelius	CBr
Buck, Catherine	CBu
Cherry, David A.	DCh
Chippy	Ch
Coulthart, John	JCo
Danforth, Liz	LDa
Darrow, Geof	GDa
Davidson, Al	ADa
Detwiler, Denise	DDe
Dom!	Dom
Donohoe, William	WDo
Dringenberg, Mike	MDr
Eggleton, Bob	BEg
Emond, Rick	REd
Ernest, James	JEr
Everingham, Sandra	SEv
Fischer, Scott	SFi
Foglio, Kaja	KFo
Foglio, Phil	PFo
Frazier, Dan	DFr
Fricker, Uma	UFr
Gallegos, Randy	RGa
Gelon, Daniel	DGe
Gianni, Tom	TGi
Gillespie, Charles	CGi
Ginocala, Donato	DGi
Grace, Gerry	GGr
Gregory, D. Alexander	DAG
Griffin, Stuart	SGi
Guay, Rebecca	RGu
Hampton, Justin	JHa
Heyer, Carol	CHe
Ho, David	DHo
Hoover, Quinton	QHo
Hudson, Heather	HHu
Jack	JO
Johnson, Kari	KJo
Johnston, Janine	JJo
Jones, Fay	FJo
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	RKF
Kimble, Mike	MKi
King, Hannibal	HKi
Kirschner, Scott	SKi
Kyffin, Tom	TKy
Law, Jennifer	JLa
Leach, Gary	GLe
Leonard, Nicola	NLe
Luke, Steve	SLu
Maddocks, Anson	AMa
Malloy, John	JMl
Masness, Phillip	PMa
Matson, John	JMa
McKenna, Martin	MMc
McNeill, Harold	HMc
Menges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Miller, Ian	IMi
Miracolc, Jeff	JMi
Morrissey, Pat	PMo
Myrfors, Jesper	JMy
Nielsen, Cliff	CNi
Nielsen, Terese	TNi
O'Connor, David	DOC
Organ-Kean, Margaret	MOK
Plucinski, Zak	ZPl
Poole, Mark	MPo
Power, Dermont	DPo
Raabe, Mike	MRa
Rathke, Kathryn	KRa
Raupp, Roger	RRa
Rabinowitz, Alan	ARa
Rex, Adam	ARe
Roberts, Tony	TRo
Rush, Christopher	CRu
Rusu, Andi	ARu
Saunders, Zina	ZSa
Shuler, Douglas	DSh
Sienkiewicz, Bill	BSi
Simanson, Greg	GSi
Smith, Adrian	ASm
Snelly, Lawrence	LSn
Snoddy, Brian	BSn
Spencer, Roa	RSp
Tedin, Mark	MTe
Thomas, Né Né	NTh
Thomas, Richard	RTh
Thompson, Ruth	RTp
Tomlin, Junior	JTo
Tucker, Drew	DTu
Van Camp, Susan	SVC
Venters, Pete	PVe
Vick, Diana	DVi
Wackwitz, Bryon	BWa
Walker, Kevin	KWa
Wänerstrand, Tom	TWä
Waters, Anthony	AWa
Weber, Amy	AWe
Whelan, Michael	MWe
White, Steven	SWh
Williams, L.A.	LWi
Willich, Dameon	DWi

CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantment
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
LL	Legendary Land
MS	Mana Source
SC	Summon Creature
SL	Summon Legend
SOR	Sorcery

SET ABBREVIATIONS

A	Alpha Limited
AI	*Alliances*
AQ	*Antiquities*
AN	*Arabian Nights*
B	Beta Limited
CH	*Chronicles*
DK	*The Dark*
FE	*Fallen Empires*
4th	Fourth Edition
HL	*Homelands*
IA	*Ice Age*
LG	*Legends*
MG	*Mirage*
PR	Promo
R	Revised
U	Unlimited
V	*Visions*

SPOTLIGHT:

MAGIC: THE GATHERING-VISIONS

The biggest CCG in the industry just keeps getting bigger! *Visions* is the tenth expansion for Wizards of the Coast's *Magic: The Gathering* and it should prove to be a great set. There's flankers, there's phasers, there's unsummoners. There's even a new atog. All right! Atogs! If you aren't totally consumed by *Magic* and therefore haven't dug through the couch for enough money to get some *Visions* cards, then you must be wondering what all these cool new cards do. Well then what are you reading this for? Go check 'em out!

MAGIC: THE GATHERING— VISIONS CARD DESCRIPTION

A. Card Name. 'Cause no two are exactly alike!

B. Kind. Summon, sorcery, instant—all those goodies.

C. Description. You do want to know what the card does, don't you?

D. Flavor Text. Insert plot here.

E. Artist. Oooh...pretty...

F. Casting Cost. Okay, grip both sides of the magazine at the middle of the bottom of the pages. See where your left thumb is?

G. Expansion Symbol. A friggin' 'V'? They couldn't come up with anything better than a friggin' 'V'?

H. Power/Toughness. See F.

MYTHOS: CALL OF CTHULHU- THE DREAMLANDS

If you thought H.P. Lovecraft's regular world was screwed up, wait until you get a load of his Dreamlands. The latest *Mythos* expansion of the same name explores the funkier side of Lovecraft—what one imagines he could have come up with when he was feeling...happy. Whatever was going on, the Dreamlands is cool, and so is the expansion. With a host of new spells, tomes, adventures and every other kind of card, there's all sorts of new options in store for *Mythos*. There's even more cats than you can shake a dog at. All right! Cats!

MYTHOS: CALL OF CTHULHU— THE DREAMLANDS CARD DESCRIPTION

A. Card Name. Cat from Saturn. Uh...yeah.

B. Value. How tough the ally or monster is in combat.

C. Category. The type of card.

D. Location. What region you can find this interesting person in.

E. Description. What the card does, of course.

F. Dreamlands Icon. Cards with this icon can only be played at Dreamlands locations.

G. Artist. Did you think Cthulu painted all the pictures?

H. Attributes. Keywords and some other useful info that's not in the description section.

I. Type. To let you know just what level of monster your dealing with.

J. Sanity. The amount of sanity it costs to play the card (or in some cases, the amount you gain for playing it).

InQuest players guide

ARTIFACTS

Acidic Dagger ART R ●●● SBe 4 MG
4,T: Destroy any non-Wall creature receiving combat damage from target creature this turn. If targeted creature leaves play, bury Acidic Dagger. Use this ability only before defense is chosen.

Adarkar Sentinel AC U ●● MBe 5 IA
1: +0/+1 until end of turn. 3/3.

Aegis of the Meek ART R ●●● LWi 3 IA
1, T: Give a 1/1 creature +1/+2 until end of turn.

Aeolipile ART R ●●● HHu 2 FE
1, T: Sacrifice Aeolipile to deal 2 damage to any target.

Aesthir Glider AC C ●● RTp 3 AI
Flying. Cannot be assigned to block. Two versions. 2/1.

Al-abara's Carpet ART R ●● KFo 5 LG
5, T: Prevent all damage to you from attacking non-flying creatures.

Aladdin's Lamp ART U ●● MTe 10 AN,R,4th
X, T: Instead of drawing a card, draw X cards but take only one into hand. Shuffle the rest and put them at the bottom of your library.

Aladdin's Ring ART U ●● DFr 8 AN,R,4th
8, T: Do 4 damage to any target.

Alchor's Tomb ART R ●● HMc 4 LG
2, T: Change the color of target permanent you control.

Amber Prison ART R ●●●● DGi 4 MG
You may choose not to untap Amber Prison during your untap phase. 4,T: Tap target artifact, creature or land. As long as the Prison remains tapped, target does not untap during its controller's untap phase.

Amulet of Kroog ART C ●● MOK 2 AQ,4th
2, T: Prevent 1 damage to any target.

• **Amulet of Quaz** ART R ● DFr 6 IA
1, T: Sacrifice Amulet and flip a coin. If you win the flip, target opponent loses the game. Otherwise, you lose the game. Use only during upkeep. Opponent may ante another card to counter this effect.

Amulet of Unmaking ART R ●●● KFo 5 MG
5,T: Remove Amulet of Unmaking from the game: Remove target artifact, creature or land from the game. Play this ability as a sorcery.

Ankh of Mishra ART R ●● AWe 2 A,B,U,R,4th
Do 2 damage to any player who puts a new land into play.

Apocalypse Chime ART R ●● MPo 2 HL
2, T: All cards in play from Homelands expansion are buried.

Arcum's Sleigh ART U ●● TWa 1 IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.

Arcum's Weathervane ART U ● TWa 2 IA
2, T: Turn a snow-covered land into a non-snow-covered land. 2,T: Turn a non-snow-covered land into a snow-covered land.

Arcum's Whistle ART U ●●● QHo 3 IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn.

Arena of the Ancients ART R ●● TWa 3 LG, CH
Tap all Legends. Legends do not untap normally during untap phase.

Armageddon Clock ART U ●● AWe 6 AQ,R,4th
Add a counter during your upkeep. At the end of your upkeep, do 1 damage to each player for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.

Ashnod's Altar ART C ●● AMa 3 AQ, CH
0: Sacrifice one of your creatures in play to add 2 to your mana pool.

Ashnod's Battle Gear ART U ●● MPo 2 AQ, 4th
2, T: Make one of your creatures +2/-2. You may leave Gear tapped.

Ashnod's Cylix ART R ●●● NLe 2 AI
3, T: Target player looks at top three cards of his library and puts one of them on top of that library. Remove the remaining two from game.

Ashnod's Transmogrant ART C ●●● MTe 1 AQ, CH
T, Sacrifice: Turn non-artifact creature into artifact creature with +1/+1.

Astrolabe ART C ●●● AWe 3 AI
1, T: Sacrifice Astrolabe to add two mana of any one color to your mana pool. Draw a card at the beginning of the next turn's upkeep.

Balm of Restoration ART R ● MOK 2 FE
1, T: Sacrifice to gain 2 life or prevent up to 2 damage to any target.

Barbed Sextant ART C ●●● AWe 1 IA
1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn's upkeep.

Barl's Cage ART R ●●● TWa 4 DK, CH
3: Target creature does not untap during its controller's next untap.

Basalt Golem AC U ●●● SKi 5 MG
Cannot be blocked by artifact creatures. Whenever Golem is blocked, bury the blocker at end of combat and put a Stone token into play. This token is a 0/2 artifact creature that counts as a wall. 2/4.

Basalt Monolith ART U ●●● JMy 3 A,B,U,R
T: Add 3 to your mana pool. Spend 3 to untap at any time.

Baton of Morale ART U ●●● DSh 2 IA
2: Give target creature banding until end of turn.

Cumulative Upkeep: 3
Instead of their normal mana, plains produce ☼, islands produce ❄, swamps produce ☠, mountains produce ▲, and forests produce ❦

All nonland cards you own that are not in play are white. All nonland permanents you control are white. All lands you control are plains. All colored mana symbols in all costs on all of these cards and permanents are ☼.

NAKED SINGULARITY CELESTIAL DAWN

Naked Singularity and Celestial Dawn: Celestial Dawn whitewashes everything you control: your permanents, your spells, and your mana symbols. Share a slice of this monotonality with your opponent by dropping a Naked Singularity. Celestial Dawn turns all the mana symbols on the Singularity to white, so all basic lands in play produce white mana. Of course, you might not want to try this against another white deck....

Battering Ram AC C ●● JMe 2 AQ,4th
Bands when attacking. At the end of combat, any walls blocking Battering Ram are destroyed. 1/1.

• **Black Lotus** ART R ●●●●● CRu 0 A,B,U
T: Sacrifice to add 3 mana of any single color to your mana pool.

Black Mana Battery ART R ●●● AMa 4 LG,4th
2, T: Put a counter on Black Mana Battery. T: Add B to your mana pool. Add B for each counter you remove as well.

? **Black Vise** ART U ●●●●● RTh 1 A,B,U,R,4th
At the end of his or her upkeep, target opponent takes 1 damage for each card over four he or she has in hand during upkeep.

Blue Mana Battery ART R ●●● AWe 4 LG,4th
2, T: Put a counter on Blue Mana Battery. T: Add U to your mana pool. Add U for each counter you remove as well.

Bone Flute ART U ●● CRu 2 DK
2, T: Give all creatures -1/-0 until end of turn.

Bone Mask ART R ●● DAG 4 MG
2,T: Prevent all damage to you from any one source. For each 1 damage prevented, remove the top card of your library from the game.

Book of Rass ART R ●● SEv 6 DK, CH
2: Sacrifice 2 life to draw 1 card.

Bottle of Suleiman ART R ●●● JMy 4 AN,R,4th
1 ,T, Sacrifice Bottle: Flip a coin. If opponent wins, you take 5 damage. Otherwise, you get a Djinn token, a 5/5 flying artifact creature.

Brass Man AC U ●● CRu 1 AN,R,4th
Pay 1 during upkeep to untap. 1/3.

Bronze Horse AC R ●● MPo 7 LG, CH
Trample. If you control an additional creature, all damage done to Bronze Horse by spells targeting it is reduced to 0. 4/4.

• **Bronze Tablet** ART R ●● TWa 6 AQ,4th
4 ,T: Remove target permanent opponent controls and Bronze Tablet from game. You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.

• **Candelabra of Tawnos** ART R ●●●● DSh 1 AQ
X ,T: Untap X separate lands.

Celestial Prism ART U ●● AWe 3 A,B,U,R,4th
2, T: Add 1 mana of any color to your mana pool.

Celestial Sword ART R ●● AWe 6 IA
3, T: Give a creature you control +3/+3. Bury creature at end of turn.

• **Chaos Orb** ART R ●●●●● MTe 2 A,B,U
1 ,T: Flip Orb from height of one foot. If it rotates 360°, Chaos Orb and any card it lands on or is touching are destroyed.

Charcoal Diamond ART U ●●● DTu 2 MG
Comes into play tapped. T: Add B to your mana pool.

Chariot of the Sun ART U ●● GGr 3 MG
2,T: Target creature you control gains flying and has its toughness reduced to 1 until end of turn.

City in a Bottle ART R ●● DTu 2 AN
All cards from Arabian Nights are buried. No Arabian Nights cards can be played.

Clay Statue AC C ●●● JMy 4 AQ,4th
2: Regenerates. 3/1.

Clockwork Avian AC R ●●● RAF 5 AQ,4th
Flying. Put four +1/+0 counters on Avian when cast. At the end of any combat in which Avian attacks or blocks, remove a counter. During upkeep you may pay X and tap Avian to regain X counters. 0/4.

Clockwork Beast AC R ●●● DTu 6 A,B,U,R,4th
Put seven +1/+0 counters on Beast when cast. At the end of any combat in which Beast attacks or blocks, remove a counter. During upkeep you may pay X and tap Beast to regain X counters. 0/4.

Clockwork Gnomes AC C ●● DSh 4 HL
3, T: Regenerate target artifact creature. 2/2.

Clockwork Steed AC C ●●● AWe 4 HL
Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. At the end of any combat in which Steed attacks or blocks, remove a counter. X, T: Add X counters to Steed (Max. 4). 0/3.

Clockwork Swarm AC C ●●● AWe 4 HL
Cannot be blocked by walls. Put four +1/+0 counters on Swarm. At the end of any combat in which Swarm attacked or blocked, remove one counter. X, T: Add X counters to Swarm: Max. four counters. 0/3.

Coal Golem AC U ● CRu 5 DK
3: Sacrifice Golem to add RRR to your mana pool.3/3.

Colossus of Sardia AC R ●●● JMy 9 AQ,4th
Trample. Colossus does not untap as normal in your untap phase; you may spend 9 during your upkeep to untap Colossus. 9/9.

Conch Horn ART R ●● PFo 2 FE
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.

Conservator ART U ●● AWe 4 A,B,U,R,4th
3, T: Prevent up to 2 damage.

Copper Tablet ART U ●● AWe 2 A,B,U
All players take 1 damage during their upkeep.

Coral Helm ART R ●● AWe 3 AQ,4th
3,Discard a card at random from your hand: Give target creature +2/+2 until end of turn.

Crown of the Ages ART R ●●● DFr 2 IA
4, T: Switch target enchantment from one creature to another. The EN's controller does not change. Treat enchantment as if just cast.

Crystal Golem AC U ●● MDr 4 MG
At the end of your turn Crystal Golem phases out. 3/3.

Crystal Rod ART U ●● AWe 1 A,B,U,R,4th
1: Gain 1 life for any blue spell cast. Can only give 1 life per spell.

Cursed Rack ART U ●●● RTh 4 AQ,4th
Opponent must discard to four cards during discard phase.

Cursed Totem ART R ●●● DAG 2 MG
Players cannot use any creature abilities requiring an activation cost.

Cyclopean Tomb ART R ●●● AMa 4 A,B,U
2, T: Turn target land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb (your choice) returns to normal.

Dancing Scimitar AC R ●●● AMa 4 AN,R,4th
Flying. 1/5.

Dark Sphere ART U ●● MTe 0 DK
T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.

Delif's Cone ART U ● MTe 0 FE
T: Sacrifice Cone. If target creature you control attacks and isn't blocked, it deals no damage and you gain life equal to its power.

Delif's Cube ART R ● MTe 1 FE
2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate target creature.

Despotic Scepter ART R ●●● RTh 1 IA
T: Bury target permanent you own.

Diabolic Machine AC U •• AMa 7 DK,4th
3: Regenerates.4/4.
Didgeridoo ART R •• MBe 1 HL
3: Take a Minotaur from your hand and put it directly into play.
Dingus Egg ART R ••• DFr 4 A,B,U,R,4th
Whenever a land leaves play, Egg does 2 damage to that player.
Disrupting Scepter ART R •••• DFr 3 A,B,U,R,4th
3, T: Opponent must discard 1 card. Play as a sorcery.
Draconian Cylix ART R • EBe 2 FE
2, T, Discard a card at random: Regenerate target creature.
Dragon Engine AC C •• AMa 3 AQ,R,4th
2: +1/+0 until end of turn. 1/3.
Ebony Horse ART R •• DWi 3 AN,R,4th
2, T: Untap one of your attackers. Treat target as if it never attacked.
Ebony Rhino AC C •• AWe 7 HL
Trample. 4/5.
Elixir of Vitality ART U ••• DSh 4 MG
Elixir of Vitality comes into play tapped. T, Sacrifice Elixir of Vitality: Gain 4 life. 8, T, Sacrifice Elixir of Vitality: Gain 8 life.
Elkin Bottle ART R ••• QHo 3 IA
3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.
Elven Lyre ART R • KFo 2 FE
1, T, Sacrifice Lyre: Target creature gets +2/+2 until end of turn.

Grapeshot Catapult AC C ••• DFr 4 AQ,4th
T: Do 1 damage to a target flying creature. 2/3.
Green Mana Battery ART R ••• CRu 4 LG,4th
2, T: Put a counter on Green Mana Battery. T: Add G to your mana pool. Add G for each counter you remove as well.
Grinning Totem ART R •••• DGi 4 MG
2,T: Search target opponent's library for any card and put it face-up in front of you. You have until the beginning of your next upkeep to play the card as though it were in your hand.
Gustha's Scepter ART R •• SEv 0 AI
If Gustha's Scepter leaves play or you lose control of it, put all cards under Gustha's Scepter into your graveyard. T: Put any card from your hand face down under Gustha's Scepter. You may look at that card at any time. T: Return any card under Gustha's Scepter to your hand.
Helm of Chatzuk ART R •• MTe 1 A,B,U,R,4th
1, T: Give target creature banding until end of turn.
Helm of Obedience ART R •••• BSn 4 AI
X, T: Put top card of target opponent's library into his graveyard. Continue doing this until you have put X cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature, bury Helm and put that creature into play under your control as though it were just cast.
Hematite Talisman ART U • LWi 2 IA
3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.

Jalum Tome ART R ••• TWa 3 AQ, CH
2, T: Draw a card and then discard a card of your choice.
Jandor's Ring ART R •• DFr 6 AN,R
2, T: Discard a card you just drew, and draw another to replace it.
Jandor's Saddlebags ART R ••• DWi 2 AN,R,4th
3, T: Untap a creature.
Jayemdae Tome ART R •••• MTe 4 A,B,U,R,4th
4, T: Draw a card.
Jester's Cap ART R •••• DFr 4 IA
2, T: Sacrifice to look through target player's library and remove any three cards from the game. This is supposed to be fun?
Jester's Mask ART R ••• DFr 5 IA
Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his library.
Jeweled Amulet ART U ••• DFr 0 IA
1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the appropriate type to your mana pool.
• **Jeweled Bird** ART R ••• AWe 1 AN, CH
T: Exchange Bird for your ante, then draw a new card.
Joven's Tools ART R •• NLe 6 HL
4, T: Target creature can only be blocked by walls until end of turn.
Juggernaut AC U •••• DFr 4 A,B,U,R
Must attack each turn if possible. Can't be blocked by walls. 5/3.

Artifact
Φ: Sacrifice Mishra's Groundbreaker. Target land becomes a 3/3 artifact creature. That creature still counts as a land.
The very ground yielded to Mishra's wishes.

Gain 1 life for every 1 damage target creature deals. You may gain more life than the toughness or the total life of the creature or player damaged by the creature Spirit Link enchants.

MISHRA'S GROUNDBREAKER CITY OF BRASS SPIRIT LINK

Mishra's Groundbreaker, City of Brass and Spirit Link: You have to love a land that gives you whatever color mana you need, though it does ping you each time. There's no point in doing your opponent's job for her, so make the city into a creature with the Groundbreaker and paste it with Spirit Link. Not only will you not lose life for tapping the City, you can block with it in a pinch!

Ersatz Gnomes AC U •• RSp 3 MG
T: Target spell or permanent is colorless until end of turn. 1/1.
1 **Feldon's Cane** ART C •••• MTe 1 AQ, CH
T, Remove Cane from game: Shuffle your graveyard into your library.
Fellwar Stone ART U •••• QHo 2 DK,4th
T: Produce 1 mana of any color that opponent's lands may produce.
Feroz's Ban ART R ••• HHu 6 HL
Summon spells cost an additional 2 to cast.
Fire Diamond ART U RTh 2 MG
Comes into play tapped. T: Add R to your mana pool.
Floodwater Dam ART R •• RGa 3 AI
XX1, T: Tap X target lands.
Flying Carpet ART R ••• MTe 4 AN,R,4th
2, T: Give target creature flying until end of turn. If target is destroyed before end of turn, so is Flying Carpet.
Forcefield ART R •••• DFr 3 A,B,U
1: Target unblocked creature deals only 1 damage this turn.
Forethought Amulet ART R ••• MBe 5 LG
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.
Fountain of Youth ART C •••• DGe 0 DK, CH
2, T: Gain 1 life.
Fyndhorn Bow ART U •• RAl 2 IA
3, T: Give target creature first strike until end of turn.
Gauntlet of Might ART R ••• CRu 4 A,B,U
All mountains produce an extra red mana. Give all red creatures +1/+1.
Gauntlets of Chaos ART R ••• DFr 5 LG, CH
5, T: Sacrifice Gauntlets to take control of an opponent's land, creature, or artifact. Then give that opponent one of your permanents of the same type. Destroy all enchantments on traded permanents.
Glasses of Urza ART U ••• DSh 1 A,B,U,R,4th
T: Look at opponent's hand. No, his cards!
Goblin Lyre ART R • MKi 3 IA
0: Sacrifice Goblin Lyre and flip a coin. If you win, target opponent takes damage equal to the number of creatures you control. Otherwise, you take damage equal to the number of creatures your opponent controls.
Golgothian Sylex ART R • KKa 4 AQ
1 ,T: Bury all Antiquities cards.

Hive, The ART R ••• SEv 5 A,B,U,R,4th
5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.
Horn of Deafening ART R ••• DFr 4 LG, CH
2, T: Target creature deals no damage in combat this turn.
Horrible Hordes AC U •• IMi 3 MG
Rampage 1. 2/2.
Howling Mine ART R •••• MPo 2 A,B,U,R,4th
Everyone must draw an extra card during his draw phase.
Ice Cauldron ART R ••• DFr 4 IA
X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put charge counters on the Cauldron in the amount of mana spent on the spell you wish to play. You may cast that spell as though it were in your hand. T: Remove the charge counters to add mana of the type used to put the counters on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.
Icy Manipulator ART U ••••• Multi 4 A,B,U, IA
1, T: Tap one land, creature, or artifact. Artists: DSh (A,B,U), AWe (IA)
Igneous Golem AC U •• ARe 5 MG
2: Trample until end of turn. 3/4.
Illusionary Mask ART R ••• AWe 2 A,B,U
X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.
Implements of Sacrifice ART R ••• MOK 2 FE
1, T: Sacrifice to add 2 mana of any color to your mana pool.
Infinite Hourglass ART R •• HMc 4 IA
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.
Iron Star ART U •• DFr 1 A,B,U,R,4th
1: Gain 1 life for any red spell cast. Can only give 1 life per spell.
Ivory Cup ART U •• AMa 1 A,B,U,R,4th
1: Gain 1 life for any white spell cast. Can only give 1 life per spell.
12 **Ivory Tower** ART U ••••• MOK 1 AQ,R,4th
Gain 1 life for each card over four you have in hand during upkeep.
Jade Monolith ART R •• AMa 4 A,B,U,R,4th
1: Take all damage done to any creature on yourself instead.
Jade Statue ART U •••• DFr 4 A,B,U
2: Statue becomes a 3/6 creature. Use only during an attack phase.

Knowledge Vault ART R ••• AWe 4 LG
2, T: Place top card from your library face down under Vault. Sacrifice Vault to discard your entire hand, replacing it with the cards unde it.
Kormus Bell ART R •• CRu 4 A,B,U,R,4th
Treat all swamps in play as 1/1 creatures that can be tapped for B.
Kry Shield ART U •• RTh 2 LG
2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.
Lapis Lazuli Talisman ART U • AWe 2 IA
3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.
Lead Golem AC U •• HKi 5 MG
If Golem attacks, it doesn't untap during your next untap phase. 3/5.
Library of Leng ART U ••• DGe 1 A,B,U,R,4th
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.
Life Chisel ART U ••• AWa 4 LG
Sacrifice a creature during upkeep to gain life equal to its toughness.
Life Matrix ART R ••• AWe 4 LG
4, T: Put a counter on target creature during upkeep. Remove a counter to regenerate creature.
Lion's Eye Diamond ART R •• MOK 0 MG
Sacrifice Lion's Eye Diamond, Discard your hand: Add three mana of any one color to your mana pool.
Living Armor ART C ••• AMa 4 DK, CH
Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.
Living Wall AC U ••• AMa 4 A,B,U,R
Counts as a wall. 1: Regenerates. 0/6.
Lodestone Bauble ART R •••• DSh 0 AI
1, T, Sacrifice: Put up to four basic lands from a player's graveyard on top of his library. Player draws a card during next turn's upkeep.
Malachite Talisman ART U • CRu 2 IA
3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.
Mana Crypt ART R •••• MTe 0 PR
T: Add 2 to your mana pool. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.

Restricted
Banned
1 Restricted in type 1 only
2 Restricted in type 2 only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

players guide

Mana Matrix ART R ●● MTe 6 LG
Pay 2 generic mana less to cast an instant, interrupt, or enchantment.

Mana Prism ART U ●●● MOK 3 MG
T: Add 1 to your mana pool. 1,T: Add one mana of any color to your mana pool.

Mana Vault ART R ●●● MTe 1 A,B,U,R,4th
T: Add 3 to your mana pool. Pay 4 during your upkeep to untap. Does 1 damage to you if it remains tapped during upkeep.

Mangara's Tome ART R ●●● JBo 5 MG
Search your library and choose any five cards. Shuffle and put these cards face down under Tome. 2: Instead of drawing a card, add the top card from under Tome to your hand.

Marble Diamond ART U ●●● JMi 2 MG
Comes into play tapped. T: Add W to your mana pool.

Marble Priest AC U ● MBe 5 LG
All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3.

Meekstone ART R ●●● QHo 1 A,B,U,R,4th
Creatures with power greater than 2 do not untap during untap phase.

Mightstone ART U ●●● PVe 4 AQ
All attacking creatures gain +1/+0.

Millstone ART U ●●● KFo 2 AQ,R,4th
2, T: Take the top 2 cards from target player's library and place them in that player's graveyard.

• **Mirror Universe** ART R ●●●●● PFo 6 LG
T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. Comes into play tapped.

Misers' Cage ART R ●●● JMi 3 MG
At end of target opponent's upkeep, if that opponent has 5 or more cards in hand, Misers' Cage deals 2 damage to him or her.

Mishra's Groundbreaker ART U ● RGa 4 AI
T, Sacrifice: Target land becomes a 3/3 artifact creature.

Mishra's War Machine AC R ● AWe 7 A,B,U,R,4th
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps and does 3 damage to you. 5/5.

Moss Diamond ART U ●●● DGi 2 MG
Comes into play tapped. T: Add G to your mana pool.

• **Mox Emerald** ART R ●●●●● DFr 0 A,B,U
T: Add G to your mana pool.

• **Mox Jet** ART R ●●●●● DFr 0 A,B,U
T: Add B to your mana pool.

• **Mox Pearl** ART R ●●●●● DFr 0 A,B,U
T: Add W to your mana pool.

• **Mox Ruby** ART R ●●●●● DFr 0 A,B,U
T: Add R to your mana pool.

• **Mox Sapphire** ART R ●●●●● DFr 0 A,B,U
T: Add U to your mana pool.

Mystic Compass ART U ●●● AWe 2 AI
1, T: Target mana-producing land becomes a basic land type of your choice until end of turn.

Nacre Talisman ART U ● MTe 2 IA
3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.

Naked Singularity ART R ●● MTe 5 IA
CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.

Necropolis AC U ●● NTh 5 DK
Counts as a wall. 0: Remove a creature in your graveyard from game. Put a +0/+X counter on Necropolis. X is the creature's cost. 0/1.

Nevinyrral's Disk ART R ●●●● MTe 4 A,B,U,R,4th
1, T: Destroy all non-land permanents. Comes into play tapped.

North Star ART R ● KFo 4 LG
4, T: You may cast one spell this turn using mana of any color.

Nova Pentacle ART R ●●● RTh 4 LG
3, T: Redirect all damage done to you by one source to target creature of opponent's choice.

Obelisk of Undoing ART R ●● TWa 1 AQ, CH
6: Take any of your permanents in play back to your hand.

Obsianus Golem AC U ●●● JMy 6 A,B,U,R,4th
4/6.

Onulet AC U ●● AMa 3 AQ,R,4th
If Onulet is placed in graveyard, its controller gains 2 life. 2/2.

Onyx Talisman ART U ● SEv 2 IA
3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.

Ornithopter AC U ●● AWe 0 AQ,R,4th
Flying. 0/2.

Patagia Golem AC U ●● SKi 4 MG
3: Flying until end of turn. 2/3.

Paupers' Cage ART R ●● MKi 3 MG
At the end of target opponent's upkeep, if that player has two or fewer cards in hand, Paupers' Cage deals 2 damage to him or her.

Pentagram of the Ages ART R ●●● DSh 4 IA
4, T: Prevent all damage done to you from one source.

Phyrexian Devourer AC R ● MTe 6 AI
If Phyrexian Devourer's power is seven or greater, bury it. 0: Remove the top card of your library from the game to put a +X/+X counter on Phyrexian Devourer, where X is equal to that card's casting cost. 1/1.

Phyrexian Dreadnought AC R ●● PVe 1 MG
Trample. When Dreadnought comes into play, sacrifice any number of creatures with total power 12 or more, or bury Dreadnought. 12/12.

Phyrexian Portal ART R ●● PVe 3 AI
3: Target opponent looks at the top 10 cards of your library and separates them into two face-down piles. Choose one of those piles and remove it from game. Take one card from the remaining pile and put it into your hand. Shuffle the remaining cards into your library.

Phyrexian Vault ART U ●● HKi 3 MG
2,T: Sacrifice a creature to draw a card.

Phyrexian War Beast ART C ●●●● BSi 3 AI
If Phyrexian War Beast leaves play, sacrifice a land, and Phyrexian War Beast deals one damage to you. Two versions. 3/4.

Pit Trap ART U ●●● AMa 2 IA
2, T: Sacrifice to bury target non-flying creature that is attacking you.

Planar Gate ART R ●● MBe 6 LG
Pay 2 generic mana less when casting a summon spell.

Sandals of Abdallah ART R ●● DFr 4 AN
2, T: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.

Sand Golem AC U ●●● JMa 5 MG
If a spell or effect controlled by an opponent causes you to discard Sand Golem, put Sand Golem from your graveyard into play at end of turn with a +1/+1 counter on it. 3/3.

Scarab of the Unseen ART U ● SEv 2 AI
T: Sacrifice Scarab of the Unseen to return all enchantments on target permanent you own to their owners' hand. Draw a card at the beginning of the next turn's upkeep.

Scarecrow AC U ●● AMa 5 DK
6, T: Prevent all damage to you from flying creatures this turn. 2/2.

Sentinel AC R ●●● RAF 4 LG, CH
*=1 when cast. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*.

Serpent Generator ART R ●●● MTe 6 LG, CH
4, T: Put a Poison Snake token, a 1/1 artifact creature, in play. If a Snake damages opponent, opponent gets 1 poison counter.

Serrated Arrows ART C ●●●● DCh 4 HL
Put three arrow counters on Serrated Arrows when it comes into play. T, Remove one counter: Put a -1/-1 counter on target creature.

Artifact creature
If Phyrexian Devourer's power is 7 or greater, bury it.
0: Remove the top card of your library from the game to put a +X/+X counter on Phyrexian Devourer, where X is equal to that card's casting cost.

Put up to three target creature cards from your graveyard on top of your library in any order.
"Let them send their legions! I will show them that my truth is stronger than their swords."
- General Varchild

PHYREXIAN DEVOURER REINFORCEMENTS

Phyrexian Devourer and Reinforcements: The Phyrexian Devourer is prone to lethal heartburn, so how do you spell relief? Use Reinforcements to hand-pick critters with just the right casting costs from your graveyard and serve them up, buffet style, to the hungry beast. After chowing down on, say, a Sengir sandwich, the Devourer becomes 6/6, and the only one with ulcers is your opponent.

Primal Clay AC U ●●● KFo 6 AQ,R,4th
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.

Pyramids ART R ●● AWe 6 AN
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.

Rock, The ART U ●●● RTh 1 AQ,R,4th
Do 1 damage for each card under three opponent has during upkeep.

Rakalite ART R ● CRu 6 AQ, CH
2: Prevent 1 damage to any target. Rakaite returns to owner's hand when used.

Razor Pendulum ART R ●● ZPl 4 MG
If any player has 5 or less life at the end of his turn, Razor Pendulum deals 2 damage to him.

Red Mana Battery ART R ●●● MTe 4 LG,4th
2, T: Put a counter on Red Mana Battery. T: Add R to your mana pool. Add R for each counter you removed as well.

Reflecting Mirror ART U ●● MPo 4 DK
XX, T: Redirect spell targeting you to player of your choice. X is equal to the casting cost of target spell.

Relic Barrier ART U ●●●● HMc 2 LG
T: Tap target artifact.

Ring of Immortals ART R ● MBe 5 LG
3, T: Counter interrupt or EN targeting a permanent you control.

Ring of Ma'ruf ART R ●● DFr 5 AN
5, T: Instead of drawing a card, sacrifice Ring of Ma'ruf to select a card from outside the game.

Ring of Renewal ART R ●●● DSh 5 FE
5, T: Randomly discard a card from your hand to draw two cards.

Rocket Launcher ART U ●● PVe 4 AQ,R
2: Do 1 damage to any target. If it is used, Launcher is destroyed at end of turn. Cannot be used the turn it comes into play on your side.

Rod of Ruin ART U ●●● CRu 4 A,B,U,R,4th
3, T: Do 1 damage to any target.

Roterothopter AC C ●● AWe 1 HL
Flying. 2: +1/+0 until the end of turn. You cannot spend more than 4 this way each turn. 0/2.

Runed Arch ART R ●● PFo 3 IA
Comes into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.

Runesword ART C ●● CRu 6 DK, CH
3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature is removed from game if it dies this turn. Destroy Runesword if targe leaves play before end of turn.

Shapeshifter AC U ●●● DFr 6 AQ,4th
*=any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. */(7-*).

Shield of the Ages ART U ●●● AMa 2 IA
2: Prevent 1 damage to you.

Shield Sphere AC U ●●● ARa 0 AI
Counts as a wall. If Shield Sphere is assigned as a blocker, put a -0/-1 counter on it. 0/6.

Skull Catapult ART U ●●● BWa 4 IA
1, T: Sacrifice a creature to do 2 damage to any target.

Skull of Orm ART U ●●● TWa 3 DK
5, T: Bring an enchantment card from your graveyard into your hand.

Sky Diamond ART U ●●● DAG 2 MG
Comes into play tapped. T: Add U to your mana pool.

Snow Fortress AC R ●●● JMe 5 IA
Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying attacking creature. 0/4.

Sol Grail ART R ●●● CRu 3 AI
When Sol Grail comes into play, choose a color. T: Add one mana of the chosen color to your mana pool.

• **Sol Ring** ART U ●●●●● MTe 1 A,B,U,R
T: Add 2 to your mana pool.

Soldevi Digger ART R ●●● AWe 2 AI
2: Put the top card of your graveyard on the bottom of your library.

Soldevi Golem AC R ●● AMa 4 IA
Does not untap during your untap phase. 0: During your upkeep, untap one of opponent's creatures to untap Soldevi Golem. 5/3.

Soldevi Sentry AC ●● ARa 1 AI
1: Regenerate. Target opponent may draw a card. Two versions. 1/1.

Soldevi Simulacrum AC U ●●●● DFr 4 IA
CU: 1. 1: +1/+0 until end of turn. 2/4.

Soldevi Steam Beast AC C ● BSi 5 AI
Whenever Soldevi Steam Beast becomes tapped, target opponent gains two life. 2: Regenerate. Two versions. 4/2.

Soul Net ART U ●● DWi 1 A,B,U,R,4th
1: Gain 1 life when a creature is placed in the graveyard.

Spirit Shield ART R ●●● SKi 3 FE
2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.

Staff of the Ages ART R ● DGe 3 IA
Creatures with landwalk ability may be blocked as normal.

Staff of Zegon ART C ●● MPo 4 AQ
3: Make target creature -2/-0 until end of turn.

Standing Stones ART U ●● SEv 3 DK
1, T: Pay 1 life to add 1 mana of any color to your mana pool.
Stone Calendar ART R ●● AWe 5 DK
Your spells cost 1 less to cast; casting costs cannot go below 0.
Storm Cauldron ART R ●●● DFr 5 AI
During each player's turn, that player may put one additional land into play. Whenever a land is tapped for mana, return it to owner's hand.
Su-Chi AC U ●● CRu 4 AQ
When Su-Chi goes to graveyard, you get 4 colorless mana. 4/4.
Sunglasses of Urza ART R ●● DFr 3 A,B,U,R,4th
Your plains may generate either a white or red mana.
Sunstone ART U ●● PFo 3 IA
2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.
Sword of the Ages ART R ●●●● CRu 6 LG
Enters play tapped. T: Sacrifice Sword and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword and sacrificed creatures from the game.
Tablet of Epityr ART C ●● CRu 1 AQ
1: Gain 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.
Tawnos's Coffin ART R ●●● CRu 4 AQ
3, T: Target creature is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to untap Coffin.
Tawnos's Wand ART U ●●● DSh 4 AQ,4th
2, T: Target creature with power no greater than 2 can only be blocked by artifact creatures until end of turn.
Tawnos's Weaponry ART U ●●● DFr 2 AQ,4th
2, T: Target creature gets +1/+1 as long as Weaponry remains tapped. You may choose not to untap Weaponry during untap phase.
Teeka's Dragon AC R ●●● LDa 9 MG
Flying, trample, rampage 4. Counts as a Dragon. 5/5.
Telim'Tor's Darts U ●●● KWa 2 MG
2, T: Do 1 damage to target player.
Tetravus AC R ●●● MTe 6 AQ,4th
Flying. Gains three +1/+1 counters when cast. In your upkeep, you may move any of these counters on or off Tetravus. The counters are 1/1 flying artifact creatures that cannot be enchanted. 1/1.
Throne of Bone ART U ●● AMa 1 A,B,U,R,4th
1: Gain 1 life each time a black spell is cast. Use only once per spell.
Time Bomb ART R ●●● AWe 4 IA
Put a time counter on Time Bomb during your upkeep. 1, T: Sacrifice Time Bomb to have it deal * damage to each creature and player, where * equals the number of time counters on Time Bomb.
Time Vault ART R ●●● MTe 2 A,B,U
T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.
Tormod's Crypt ART C ●●● CRu 0 DK, CH
T, Sacrifice: Remove all cards in target player's graveyard from game.
Tower of Coireall ART U ●● DFr 2 DK
T: Make target creature unblockable by walls until end of turn.
Triassic Egg ART R ●●● DFr 4 LG, CH
3, T: Put a counter on Egg. If there are 2 counters on Egg, you may sacrifice it to put a creature in your hand or graveyard directly in play.
Triskelion AC R ●●● DSh 6 AQ,4th
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.
Unerring Sling ART U ●● ZPl 3 MG
3,T: Tap an untapped creature you control: Sling deals the creature's power in damage to target attacking or blocking creature with flying.
Urza's Avenger AC R ●●● AWe 6 AQ,4th
0: Avenger loses -1/-1 and gains either flying, banding, first strike, or trample until end of turn. 4/4.
Urza's Bauble ART U ● CRu 0 IA
T: Sacrifice Urza's Bauble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.
Urza's Chalice ART C ●● JMe 1 AQ
1: Gain 1 life for any artifact cast. Can only give 1 life per artifact.
Urza's Engine AC R ●● GSi 5 AI
Trample. 3: Banding until end of turn. 3: All creatures banded with Urza's Engine gain trample until end of turn. 1/5.
Urza's Miter ART R ● RAF 3 AQ
3: Draw a card when one of your artifacts goes to the graveyard. Use only once per artifact. May not be used when you sacrifice an artifact.
Ventifact Bottle ART R ●● RSp 3 MG
1X,T: Put X charge counters on Bottle. Play as a sorcery. At the beginning of your main phase, if Bottle has any counters, tap Bottle and remove all counters from it to add that much mana to your mana pool.
Vexing Arcanix ART R ●●●● RGa 4 IA
3, T: Make target player name a card and turn over the top card of his library. If the player's guess matches the card, it is placed in his hand. Otherwise, it is put in the graveyard and that player takes 2 damage.
Vibrating Sphere ART R ●● RTh 4 IA
During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.
Voodoo Doll ART R ●● SEv 6 LG, CH
Put a counter on Doll during upkeep. If Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.

Walking Wall AC U ●●● AWa 4 IA
Counts as wall. 3: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6.
Wall of Shields AC U ●● RGa 3 IA
Counts as wall. Banding. 0/4.

Take another turn after this one. You lose the game at the end of that turn.
Whirl all, lose all.
— Thalitzin aphorism
FINAL FORTUNE

Final Fortune: Final Fortune, Time Walk's kid brother, gives you an extra turn and a do-or-die ultimatum: either win before the extra turn ends or lose immediately. Of course, with an extra turn at your disposal, you can make a pair of all-out attacks or smoke your opponent with a pair of massive Fireballs, so winning quickly shouldn't really be a problem.

Wall of Spears AC C ●● SEv 3 AQ,4th
First strike, counts as a wall. 2/3.
Wand of Ith ART U ●●● QHo 4 DK
3, T: Look at a card at random from target player's hand. Unless the card is a land, the player must either discard it or sacrifice life equal to its casting cost. If the card is a land, the player must either discard it or sacrifice 1 life. Wand of Ith may only be used during your turn.
War Barge ART U ●●● TWa 4 DK
3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.
War Chariot ART U ●●● DWi 3 IA
3, T: Give target creature trample until end of turn.
Weakstone ART U ●● JHa 4 AQ
All attacking creatures lose -1/-0.
Whalebone Glider ART U ●●● AWe 2 IA
2, T: Give one of your creatures with power no greater than 3 flying until end of turn.
Whirling Catapult ART R ●● DFr 4 AI
2: Remove the top two cards of your library from the game to have Catapult deal one damage to each flying creature and each player.
White Mana Battery ART R ●●● AWa 4 LG,4th
2, T: Put a counter on White Mana Battery. T: Add W to your mana pool. Add W for each counter you removed as well.
Winter Orb ART R ●●●● MTe 2 A,B,U,R,4th
Each player may only untap 1 land during untap phase.
Wooden Sphere ART U ●● MTe 1 A,B,U,R,4th
1: Gain 1 life for any green spell is cast. Use only once per spell.
Yotian Soldier AC C ●●● CRu 3 AQ,4th
Yotian Soldier does not tap when attacking. 1/4.
Zelyon Sword ART R ●● SKi 3 FE
3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.
• **Zuran Orb** ART U ●●●●● SEv 0 IA
0: Sacrifice a land to gain 2 life.

BLACK

Abomination SC U ●●● MTe BB3 LG,4th
Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.
Abyss, The EW R ●●●● PVe B3 LG
Each player must bury a target non-artifact creature he controls during his upkeep.
Abyssal Hunter SC R ●●●● SLu B3 MG
B,T: Tap target creature. Abyssal Hunter deals to that creature an amount of damage equal to Abyssal Hunter's power. 1/1.
Abyssal Specter SC U ●●● RTp BB2 IA
Flying. Opponent damaged by Specter must discard a card. 2/3.
All Hallow's Eve EN R ●●● CRu BB2 LG
Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play.

Animate Dead EC U ●●● AMa B1 A,B,U,R,4th
Bring a creature from any graveyard into play on your side with -1 power.
Armor Thrull SC C ●●● Multi B2 FE
T, Sacrifice: Put a +1/+2 counter on target creature. Artists: SKi, JMe, RSp, PVe. 1/3.
Artifact Possession EA C ●● CRu B2 AQ
Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid.
Ashen Ghoul SC U ●● RSp B3 IA
Unaffected by summoning sickness. B: Return Ghoul to play under your control if there are at least three creatures above it. 3/1.
Ashen Powder SOR R ●●● GDa BB2 MG
Take control of a creature from an opponent's graveyard.
Ashes to Ashes SOR U ●●● DTu BB1 DK,4th
Remove two non-artifact creatures from the game and take 5 damage.
Bad Moon EN R ●●●● JMy B1 A,B,U,R,4th
All black creatures in play get +1/+1.
Balduvian Dead SC U ●● MKi B3 AI
2R: Remove a summon card in your graveyard from the game to put a Graveborn token into play. Treat as a 3/1 black and red creature that is unaffected by summoning sickness. Bury token at end of turn. 2/3.
Banshee SC U ●● JMy BB2 DK, CH
X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.
Barbed-Back Wurm SC U ●● GLe B4 MG
B: Target green creature blocking Wurm gets -1/-1 'til end of turn. 4/3
Baron Sengir SL R ●●● PVe BBB5 HL
Flying. Gets +2/+2 for each creature sent to graveyard on turn where Baron damaged it. T: Regenerate target vampire.
Basal Thrull SC C ●● Multi BB FE
T, Sacrifice: Add BB to your mana pool. 1/2.
Binding Agony EC C ●● RBl B1 MG
For each 1 damage dealt to enchanted creature, Binding Agony deals 1 damage to that creature's controller.
Black Carriage SC R ● DCh BB3 HL
Trample. Doesn't untap as normal during untap phase. 0: Sacrifice a creature to untap Black Carriage. Do this only during your upkeep.
Black Knight SC U ●●●● JMe BB A,B,U,R,4th
Protection from white, first strike. 2/2.
Blight EL U ●● PVe BB LG,4th
If target land is tapped, destroy it at end of turn.
Blighted Shaman SC U ●● IMi B1 MG
T, Sacrifice a creature: Give a creature +2/+2 until end of turn. T, Sacrifice a swamp: Give a creature +1/+1 until end of turn. 1/1.
Bog Imp SC C ●● RSp B1 DK, 4th
Flying. 1/1.
Bog Rats SC C ●● RSp B DK, CH
Cannot be blocked by walls. 1/1.
Bog Wraith SC U ●●● JMe B3 A,B,U,R,4th
Swampwalk. 3/3.
Bone Harvest INS C ●●●●● GSi B2 MG
Put any number of target creature cards from your graveyard on top of your library. Draw a card at the beginning of the next turn's upkeep.
Breathstealer SC C ●● CNi B2 MG
B: +1/-1 until end of turn. 2/2.
Breeding Pit EN U ●●● AMa B3 FE
Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.
Brine Shaman SC C ●● CBr B1 IA
T: Sacrifice a creature to give a creature +2/+2 until end of turn. UU1: Sacrifice a creature to counter a summon spell. 1/1.
Broken Visage INS R ●● MKi B4 HL
Bury target non-artifact attacking creature and put Shadow token into play. Treat this token as a black creature with power and toughness equal to that of the attacking creature. Bury token at the end of turn.
Burnt Offering MS C ●● DGe B IA
Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.
Cadaverous Knight SC C ●●●● DPo B2 MG
Flanking. BB1: Regenerate. 2/2.
Carrion INS R ●●● GDa BB1 MG
Sacrifice a creature: Put into play a number of Maggot tokens equal to the sacrificed creature's power. Treat these as 0/1 black creatures.
Carrion Ants SC U ●●● RTh BB2 LG,4th
1: +1/+1 until end of turn. 0/1.
Casting of Bones EC C ●● AMa B2 AI
If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards. Two versions.
Catacomb Dragon SC R ●●● DOC BB4 MG
Flying. Whenever Dragon is blocked by a non-artifact, non-Dragon creature, that creature's power is halved, rounded up. 4/4.
Cemetery Gate SC C ●● MBe B2 HL
Protection from black. Two versions. 0/5.
Chains of Mephistopheles EN R ●● HHu B1 LG
Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.
Choking Sands SOR C ●●● RRa BB1 MG
Destroy target non-swamp land. If that land is a non-basic land, Choking Sands deals 2 damage to the land's controller.

Cloak of Confusion EC C ●● MOK B1 IA
If target attacking creature is not blocked, you may have it deal no damage and force the defending player to discard a card at random.
Contagion INS U ●● MRa BB3 AI
You may pay 1 life and remove a black card in hand from the game to pay Contagion's cost. Put two -2/-1 counters on any no. of creatures.
• **Contract from Below** SOR R ●●●●● DSh B A,B,U,R
Discard your hand; draw an additional ante card plus seven cards.
Cosmic Horror SC R ●● JMy BBB3 LG,4th
First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.
Crypt Cobra SC U ●● RSp B3 MG
If Crypt Cobra attacks and is not blocked, defending player gets a poison counter. 3/3.
Cuombajj Witches SC C ●●● KFo BB AN, CH
T: Each player does 1 damage to any target; you choose first. 1/3.
Curse Artifact EA U ● MTe BB2 DK
Controller of target artifact must bury it during upkeep or lose 2 life.
Cursed Land EL U ●● JMy BB2 A,B,U,R,4th
Do 1 damage to controller of target land during upkeep.
Cyclopean Mummy SC C ● EBe B1 LG,4th
Remove Mummy from game if it goes to graveyard. 2/1.
Dance of the Dead EC U ●●● RGa B1 IA
Bring a creature from any graveyard into play on your side tapped and with -1/-1. Creature does not untap as normal. You must pay 1B.
Dark Banishing INS C ●●●● Multi B2 IA,MG
Bury target non-black creature. Artists: DTu (Ice Age), DPo (Mirage).
Dark Ritual MS C ●●●● Multi B A,B,U,R,4th,IA,MG
Add BBB to your mana pool. Artists: JHa, SEv, JCo (Mirage).
Darkness INS C ●● HMc B LG
Creatures attack and block as normal but deal no damage.
• **Darkpact** SOR R ●●●● QHo BBB A,B,U,R
Swap your topmost undrawn card with either ante card.
Deathgrip EN U ●●● AMa BB A,B,U,R,4th
BB: Counter a green spell.
Deathlace INT R ● SEv B A,B,U,R,4th
Change the color of one card being played or in play to black.
• **Demonic Attorney** SOR R ● DGe B A,B,U,R
Unless opponent concedes game, both players must draw an extra ante card.
Demonic Consultation INS U ●●● RAl B IA
Name a card and remove the top six cards of your library from the game. Remove cards from the top of your library from the game until you get to the card you named. Add the card to your hand.
Demonic Hordes SC R ●●●● JMy BBB3 A,B,U,R
T: Destroy target land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.
Demonic Torment EC U ●● AMa B2 LG
Target creature deals no damage during combat and may not attack.
• **Demonic Tutor** SOR U ●●●●● DSh B1 A,B,U,R
Choose one card from your library, then reshuffle your library.
Derelor SC R ●●● AMa B3 FE
Your black spells cast an additional B. 4/4.
Dirtwater Wraith SC C ●●● SLu B3 MG
Swampwalk. B: +1/+0 until end of turn. 1/3.
Diseased Vermin SC U ●●● SKi B2 AI
During your upkeep, Diseased Vermin deals one damage to a single target opponent it has previously damaged for each infection counter on Diseased Vermin. If Diseased Vermin damages a player in combat, put an infection counter on it. 1/1.
Drain Life SOR C ●●●● Multi B1X A,B,U,R,4th,MG
Do 1 damage to any target for each B spent above casting cost. Gain 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness. Artists: DSh, RKF (Mirage).
Dread Specter SC U ●● KRa B3 MG
Whenever Dread Specter blocks or is blocked by a non-black creature, destroy that creature at end of combat. 2/2.
Dread Wight SC R ●● DGe BB3 IA
At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a counter at any time. 3/4.
Drift of the Dead SC U ●● BSn B3 IA
Counts as a wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */*.
Drudge Skeletons SC C ●●● SEv B1 A,B,U,R,4th
B: Regenerates. 1/1.
Drudge Spell EN U ●● NTh BB HL
B: Remove 2 creatures from graveyard from the game. Bring Skeleton token into play. Skeleton is a black 1/1 creature; B: regenerates. All skeleton tokens are discarded if Drudge Spell leaves play.

Dry Spell SOR C ●●● BSn B1 HL
Dry Spell deals 1 damage to each creature and player. Two versions.
Dystopia EN R ●●●● RTp BB1 AI
CU: One life. During each player's upkeep, if that player controls any green or white permanents, he sacrifices a green or white permanent.
Eater of the Dead SC U ●●● JMy B4 DK
Choose a creature in any graveyard and remove it from the game: Untap Eater of the Dead. 3/4.
Ebon Praetor SC R ●● RAF B4 FE
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.

Funeral March EC C ●● MBe BB1 HL
When target creature leaves play, that creature's controller must sacrifice a creature. Ignore this effect if he controls no other creatures.
Gangrenous Zombies SC C ●● BSn BB1 IA
T: Sacrifice to deal 1 damage to each creature and player. Zombies deals 2 damage if you control any snow-covered swamps. 2/2.
Gate to Phyrexia EN U ●●● SEv BB AQ
Sacrifice a creature during your upkeep to destroy an artifact.
Gaze of Pain SOR C ●●● AMa B1 IA
For each of your creatures that attacks and is not blocked, you may have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.

Gravebane Zombie
Summon Zombie
If Gravebane Zombie is put into the graveyard from play, put Gravebane Zombie on top of owner's library.
"A zombie's bed must be a lumpy one or he wouldn't leave it so often."
—Rasal, Sage Arc mancer
Illus. Gary Leach
3/2

3: Draw a card. Use this ability only when a creature is put into the graveyard from play, and only once for each creature put into the graveyard.
"More than lessons may be gained from the past."
—Halvor Aremson, Kjeldoran Priest

GRAVEBANE ZOMBIE **INHERITANCE**

Gravebane Zombie and Inheritance: The Gravebane Zombie makes a great sacrificial victim; unfortunately you have to draw him every time he dies. Activate Inheritance when the Zombie dies and you'll draw him immediately, leaving your draw phase free for something new. Inheriting the deceased himself is a little odd... but at least he mentioned you in his will.

Ebony Charm INS C ●● CGr B MG
Choose one—Target player loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature can only be blocked by artifact or black creatures this turn.
El-Hajjâj SC R ●● DW BB1 AN,R,4th
Gain 1 life for every point of damage El-Hajjâj inflicts. 1/1.
Enfeeblement EC C ●● BB MG
Enchanted creature gets -2/-2.
Erg Raiders SC C ●●● DW B1 AN,R,4th
Take 2 damage at end of turn if Erg Raiders don't attack. 2/3.
Evil Eye of Orms-By-Gore SC U ●● JMy B4 LG
Your creatures may not attack, except for Evil Eye. May only be blocked by walls. 3/6.
Evil Presence EL U ●● SEv B A,B,U,R,4th
Target land is now a basic swamp.
Fallen, The SC U ●● JMy BBB1 DK, CH
During controller's upkeep, The Fallen does 1 damage to every opponent it has previously damaged -2 -3
Fallen Angel SC U ●●● AMa BB3 LG, CH
Sacrifice a creature to give Fallen Angel -2 +1 until end of turn. 3/3.
Fatal Lore SOR R ● LSn BB2 AI
Target opponent chooses: You draw 3 cards or you choose and bury up to 2 creatures that opponent controls and he draws up to 3 cards.
Fear EC C ●●● Multi BB A,B,U,R,4th, IA
Only black or artifact creatures may block target creature.
Feast of the Unicorn EC C ●●● DDe B3 HL
Target creature gets +4/+0. Two versions.
Feast or Famine INS U ●●● PVe B3 AI
Bury target non-black, non-artifact creature or put a Zombie token into play. Treat this token as a 2/2 black creature. Two versions.
Feral Shadow SC C ●● CNi B2 MG
Flying. 2/1.
Fetid Horror SC C GLe B3 MG
B: +1/+1 until end of turn. 1/2.
Fevered Strength INS C ●● BSn B2 AI
Creature gets +2/+0. Draw a card at the start of next turn's upkeep.
Flow of Maggots SC R ●● RSp B2 IA
CU: 1. May not be blocked by non-wall creatures. 2/2.
Forbidden Crypt EN R ●●● DAG BB3 MG
For each card you would draw, instead choose a card in your graveyard and put it into your hand. If you cannot, you lose the game. When a card is put into your graveyard, remove it from the game.
Forsaken Wastes EW R ●●● KWa B2 MG
Players cannot gain life. During each player's upkeep, that player loses 1 life. If Forsaken Wastes is the target of a successfully cast spell, that spell's caster loses 5 life.
Foul Familiar SC C ●●● AMa B2 IA
May not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.
Frankenstein's Monster SC R ●● AMa BBX DK
Remove X creatures from your graveyard from the game when casting Monster. For each creature removed from the game in this way, give Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1.
Frozen Shade SC C ●●● DSh B2 A,B,U,R,4th
B: +1/+1 until end of turn. 0/1.

Ghost Hounds SC U ●● JMe B1 HL
Attacking does not cause Ghost Hounds to tap. Gains first strike if blocking or blocked by white creature(s). 1/1
Ghosts of the Damned SC C ●● EBe BB1 LG
T: Make target creature -1/-0 until end of turn. 0/2.
Giant Slug SC C ●● AMa B1 LG, CH
S: Give Slug landwalk ability of your choice on your next turn. 1/1.
Gloom EN U ●●●● DFr B2 A,B,U,R,4th
White spells and white enchantment costs now require 3 extra mana.
Glyph of Doom INS C ● SVC B LG
Creatures blocked by target wall are destroyed after combat.
Grandmother Sengir SL R ●● PVe B4 HL
B1, T: Target creature -1/-1 until end of turn. 3/3.
Grave Robbers SC R ●● QHo BB1 DK
B, T: Remove an artifact in any graveyard from the game and gain 2 life. 1/1.
Gravebane Zombie SC C ●● GLe B3 MG
If Zombie is put into the graveyard from play, put it on top of owner's library. 3/2.
Gravebind INS R ● DTu B IA
Target creature may not regenerate this turn. Draw a card at the beginning of the next turn's upkeep.
Grave Servitude EC C ●●● ASm B1 MG
You may choose to play Grave Servitude as an instant; if you do, bury it at end of turn. Enchanted creature gets +3/-1 and is black.
Greater Werewolf SC C ●●● DDer B4 HL
After combat, put a -0/-2 counter on all creatures that blocked werewolf. 2/4.
Greed EN R ●●● PFo B3 LG, 4th
B: Draw an extra card and sacrifice 2 life.
Guardian Beast SC R ●●●● KMe B3 AN
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.
Harbinger of Night SC R ●●● TKy BB2 MG
During your upkeep, put a -1/-1 counter on each creature. 2/3.
Hasran Ogress SC C ●● DFr BB AN, CH
Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.
Haunting Wind EN U ●● JMe B3 AQ
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.
Headless Horseman SC C ● QHo B2 LG
Yup... this card does nothing. 2/2.
Headstone INS C ●● DCh B1 HL
Remove target card in any graveyard from game. Draw a card at the beginning of the next turn's upkeep.
Hecatomb EN R ●●● Nth BB1 IA
Sacrifice four creatures when Hecatomb comes into play. 0: Tap a swamp you control to have Hecatomb deal 1 damage to any target.
Hell Swarm INS C ● CRu B LG
Make all creatures -1/-0 until end of turn.
Hellfire SOR R ●●● PVe BBB2 LG
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.
Hell's Caretaker SC R ●●● SEv B3 LG, CH
T: Sacrifice creature to put a creature in your graveyard into play. 1/1.

Hoar Shade SC C ●●● RTh B3 IA
B: +1/+1 until end of turn. 1/2.

Horror of Horrors EN U ●●● MTe BB3 LG
Sacrifice a swamp to regenerate a black creature.

Howl from Beyond INS C ●●● MPo BX A,B,U,R,4th,IA
Target creature gains +X/+0 until end of turn.

Hyalopterous Lemure SC U ●●● RTh B4 IA
0: Gains flying and -1/-0 until end of turn. 4/3.

Hymn to Tourach SOR C ●●●● Multi BB FE
Target player randomly discards two cards from hand.

Hypnotic Specter SC U ●●●●● DSh BB1 A,B,U,R,4th
Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2.

Icequake SOR U ●●● RKF BB1 IA
Destroy a land. If it's snow-covered, its controller takes 1 damage.

Ihsan's Shade SC U ●●●● CRu BBB3 HL
Protection from white. 5/5.

Imprison EC R ●●● CRu B LG
1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.

Infernal Contract SOR R ●●●● RRa BBB MG
Pay half your life, rounded up: Draw four cards.

Infernal Darkness EN R ●●● PFo BB2 IA
CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.

Infernal Denizen SC R ● DTu B7 IA
During upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his choice. T: Gain control of target creature. 5/7.

Infernal Medusa SC U ●●● AMa BB3 LG
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.

Initiates of the Ebon Hand SC C ●●● Multi B FE
1: Add B to your mana pool. Bury Initiates if more than three is spent this way in one turn. Artists: LDo, KFo, HHu. 1/1.

Inquisition SOR C ● AMa B2 DK
Examine target player's hand. Do one damage for each white card.

Insidious Bookworms SC C ●● GSi B AI
B1: Target player discards a card at random. Use only when Bookworms is put into graveyard from play and only once. 1/1.

Irini Sengir SL U ● PVe BB2 HL
All white and green enchantments cost an extra 2 to cast. 2/2.

Jovial Evil SOR R ●● CRu B2 LG
Do 2 damage to opponent for each white creature opponent controls.

Junún Efreet SC U ●●● CRu BB1 AN,4th
Flying. Pay BB during upkeep or Junún Efreet is destroyed. 3/3.

Juzam Djinn SC R ●●●●● MTe BB2 AN
Take 1 damage during upkeep. 5/5.

Kaervek's Hex SOR U ●● IMi B3 MG
Kaervek's Hex deals 1 damage to each non-black creature and an additional 1 damage to each green creature.

Keeper of Tresserhorn SC R ●●● Multi B5 AI
If Keeper attacks and is not blocked, it deals no damage to defending player this turn and that player loses two life. 6/6. Artists: ZPI & DAG.

Khabal Ghoul SC R ●●● DSh B2 AN
Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.

Kjeldoran Dead SC C ●●● MBe B IA
You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.

Knights of Stromgald SC U ●●●● MPo BB IA
Protection from white. BB: +1/+0. B: First strike. 2/1.

Koskun Falls EW R ●● RAl BB2 HL
During your upkeep, tap target creature you control or bury Koshkun Falls. No creature can attack you unless its controller pays an additional 2 whenever the creature attacks.

Krovikan Elementalist SC U ●● DSh BB IA
2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1.

Krovikan Fetish EC C ●●● HHu B2 IA
Target creature gets +1/+1. Draw a card at the start of the next turn.

Krovikan Horror SC R ● CRu B3 AI
At the end of any turn, if Krovikan Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand. 1: Sacrifice a creature to have Krovikan Horror dead one damage to target creature or player. 2/2.

Krovikan Plague EC U ● LDa B2 AI
Play on a non-wall creature you control. Draw a card at the beginning of the upkeep of the turn after Krovikan Plague comes into play. 0: Tap enchanted creature to have Krovikan Plague deal one damage to target creature or player. Put a -0/-1 counter on enchanted creature.

Krovikan Vampire SC U ●● QHo BB3 IA
If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3.

Legions of Lim-Dûl SC C ●● AMa BB1 IA
Snow-covered swampwalk. 2/3.

Leshrac's Rite EC U ●● RTh B IA
Give target creature swampwalk.

Leshrac's Sigil EN U ●● DTu BB IA
BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.

Lesser Werewolf SC U ●●● QHo B3 LG
B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.

Lich EN R ●● DGe BBBB A,B,U
Lose all life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.

Lim-Dûl's Cohort SC C ●● DSh BB1 IA
Creatures blocking or blocked by Cohort cannot regenerate. 2/3.

Lim-Dûl's Hex EN U ●● LDa B1 IA
During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.

Lim-Dûl's High Guard SC C ●●● AMa BB1 AI
First strike. 1B: Regenerate. Two versions. 2/1.

Lord of the Pit SC R ●●● MTe BBB4 A,B,U,R,4th
Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.

Lost Soul SC C ●● RAF BB1 LG,4th
Swampwalk. 2/1.

Marsh Gas INS C ● DSh B DK,4th
Make all creatures -2/-0 until end of turn.

Mind Ravel SOR C ●● MTe B2 IA
Target player must discard a card. Draw a card at the beginning of the next turn's upkeep.

Mind Twist SOR R ●●●●● JBa BX A,B,U,R,4th
Opponent must randomly discard X cards from hand.

Mind Warp SOR U ●●● LDa B3X IA
Look at a player's hand and make him discard X cards of your choice.

Mind Whip EC R ●● DTu BB2 IA
During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he does not pay 3. That creature is tapped if Mind Whip deals damage in this way.

Mindstab Thrull SC C ●● Multi BB1 FE
If Thrull attacks and is not blocked, you may have it deal no damage and sacrifice it to force the defender to discard three cards. 2/2.

Minion of Leshrac SC R ●●● LWi BBB4 IA
Protection from black. During upkeep, sacrifice a creature or Minion does 5 damage to you and taps. T: Destroy a creature or land. 5/5.

Necrite SC C ●● Multi BB1 FE
If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, DTu. 2/2.

Necropotence EN R ●●●● MTe BBB IA
Skip your draw phase. 0: Pay 1 life to set aside the top card of your library. Add it to your hand at the start of your next discard phase.

Nether Shadow SC R ●● CRu BB A,B,U,R,4th
If three creatures are above Shadow in graveyard, it can return to play during controller's upkeep. Unaffected by summoning sickness. 1/1.

Nether Void EW R ●●●●● HMc B3 LG
All spells are countered unless their controller spends an additional 3.

Nettling Imp SC U ●●● QHo B2 A,B,U,R
T: Target non-wall creature must attack or die at end of turn. 1/1.

Nightmare SC R ●●● MBe B5 A,B,U,R,4th
Flying. Power and toughness equal number of swamps controller has in play. */*.

Nocturnal Raid INS U ●● JMa BB2 MG
All black creatures get +2/+0 until end of turn.

Norritt SC C ●●● MRa B3 IA
T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. 1/1.

Oath of Lim-Dûl EN R ●●● DSh B3 IA
For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card.

Order of the Ebon Hand SC C ●●●● Multi BB FE
Protection from white. BB: +1/+0. B: First strike. 2/1.

Oubliette EN C ●●● DSh BB1 AN
Place target creature out of play.

Painful Memories SOR U ●●● JCo B1 MG
Look at target opponent's hand. Choose one of those cards and put it on top of his or her library

Paralyze EC C ●●● AMa B A,B,U,R,4th
Tap target creature. Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep.

Pestilence EN C ●●● JMy B2 A,B,U,R,4th
B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.

Pestilence Rats SC C ●● JMe B2 IA
* equals the number of other Rats in play. */3.

Phantasmal Fiend SC C ●●● SKi B3 AI
B: +1/-1 until end of turn. 1U: Switch Fiend's power and toughness until end of turn. Two versions. 1/5.

Instant
Put the top creature card from your graveyard into play as though it were just played. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.
Ghost help is hard to dig up.

Sacrifice a creature of yours in play for an amount of mana equal to its casting cost plus 1. This mana can be of any one color, and can only be used to summon creatures.

SHALLOW GRAVE METAMORPHOSIS

Shallow Grave and Metamorphosis: When you're short on mana and have a hand full of expensive creatures, all is not lost. Discard one of your high casting cost critters, and drag it back out of the graveyard and into play the next turn with Shallow Grave. Sacrifice that creature to Metamorphosis, and you'll have a pile of free mana of any color to cast creatures with.

Minion of Tevesh Szat SC R ●●● JBa BBB4 IA
Pay BB during upkeep or take 2 damage. T: Give target creature +3/-2 until end of turn. 4/4.

Mire Shade SC U ●● RGa B1 MG
B, Sacrifice a swamp: Put a +1/+1 counter on Mire Shade. 1/1.

Misinformation INS U ●●● RKF B AI
Put three target cards from an opponent's graveyard on top of his library in any order.

Mold Demon SC R ● JMy BB5 LG
Sacrifice 2 swamps when casting Mold Demon or bury it. 6/6.

Mole Worms SC U ●● DGe B2 IA
T: Tap a land. As long as Worms remain tapped, that land does not untap as normal. You may choose not to untap Worms. 1/1.

Moor Fiend SC C ●●● AMa B3 IA
Swampwalk. 3/3.

Murk Dwellers SC C ●● DTu B3 DK,4th
If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.

Nameless Race SC R ●● QHo B3 DK
Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.

Phyrexian Boon EC C ●●● MTe B2 AI
As long as enchanted creature is black, it get +2/+1; otherwise it gets -1/-2. Two versions.

Phyrexian Gremlins SC C ●●● AWe B2 AQ
T: Tap an artifact. As long as Gremlins are tapped, that artifact does not untap as normal. You may choose not to untap Gremlins. 1/1.

Phyrexian Tribute SOR R ● JMa B2 MG
Sacrifice two creatures: Destroy target artifact.

Pit Scorpion SC C ●● SKi B2 LG, 4th
If Scorpion damages opponent, opponent gets 1 poison counter. 1/1.

Plague Rats SC C ● AMa B2 A,B,U,R,4th
Power and toughness equal number of Plague Rats in play. */*.

Pox SOR R ●●● CBr BBB IA
Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.

Priest of Yawgmoth SC C ● MTe B1 AQ
T: Sacrifice an artifact and add B equal its cost to your mana pool. 1/2

Purraj of Urborg SL R ●●● JMa BB3 MG
First strike when attacking. B: Put a +1/+1 counter on Purraj. Use only when a black spell is cast and only once for each spell. 2/3.

* Restricted
Banned

1 Restricted in type 1 only
2 Banned from type 1½ only
ART Artifact

AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep

EA Enchant Artifact
EC Enchant Creature
EE Enchant Encantment

EL Enchant Land
EN Enchantment
EW Enchant World

INS Instant
INT Interrupt
LAN Land

LE Legendary Land
MS Mana Source
SC Summon Creature

SL Summon Legend
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Quagmire Creatures with swampwalk may be blocked as normal.	EN	U	•	DFr	B2	LG
Rag Man BBB, T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.	SC	R	••	DGe	BB2	DK,4th
Raise Dead Bring a creature from your graveyard into your hand.	SOR	C	•••	JMe	B	A,B,U,R,4th
Ravenous Vampire Flying. During your upkeep, sacrifice a non-artifact creature and put a +1/+1 counter on Vampire, or tap Vampire. 3/3.	SC	U	•••	JBo	BB3	MG
Reign of Terror Bury all white or green creatures. Lose 2 life for each creature.	SOR	U	••	GLe	BB3	MG
Restless Dead B: Regenerate. 1/1.	SC	C	•••	IMi	B1	MG
Ritual of the Machine Sacrifice a creature to gain control of a non-black, non-artifact creature.	SOR	R	••••	AMa	BB2	AI
Royal Assassin T: Destroy any tapped creature. 1/1.	SC	R	••••	TWa	BB1	A,B,U,R,4th
Sacrifice Sacrifice a creature to get B equal to that creature's casting cost.	MS	U	•	DFr	B	A,B,U,R
Scathe Zombies 2/2.	SC	C	•	JMy	B2	A,B,U,R,4th
Scavenging Ghoul At the end of turn, add a counter for each other creature placed in the graveyard that turn. Discard a counter to regenerate Ghoul. 2/2.	SC	U	••	JMe	B3	A,B,U,R,4th
Season of the Witch At end of each player's turn, bury all untapped creatures that could've attacked but didn't. Pay 2 life during upkeep or Season is destroyed.	EN	R	•	JMy	BBB	DK
Seizures When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him.	EC	C	••	JBa	B1	IA
Sengir Autocrat When Autocrat comes into play, put 3 smurf tokens into play. Treat as 0/1 black creatures. If Autocrat leaves play, bury your smurfs. 2/2.	SC	R	•••	DCh	B3	HL
Sengir Bats Flying. For each creature put into the graveyard in the same turn that it was damaged by Bats, Bats receive +1/+1. 1/2.	SC	C	••	DFr	BB1	HL
Sengir Vampire Flying. For each creature put into the graveyard in the same turn that it was damaged by Vampire, Vampire receives +1/+1. 1/2.	SC	U	••••	AMa	BB3	A,B,U,R,4th
Sewers of Estark If target creature is attacking, it may not be blocked until end of turn. If it is blocking, it deals no damage and takes no damage.	INS	R	••	MBe	BB2	PR

Infernal Darkness
Enchantment
Cumulative Upkeep. ♣ and 1 life
All mana-producing lands produce ♣ instead of their normal mana.
"I thought the day had brought enough horrors for our ragged band, but the night was far worse."
-Lucilde Fiksdottir, Leader of the Order of the White Shield
Illus. Phil Foglio
INFERNAL DARKNESS

Infernal Darkness: Not only is this card a cheap way to throw a monkey wrench into the works of any deck that doesn't use black, it also makes casting black-intensive spells much easier. What could be more fun than ripping your opponent apart with an enormous Drain Life?

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Sewer Rats B, Pay 1 life: +1/+0 until end of turn. You cannot spend more than BBB in this way each turn. 1/1.	SC	C	•••	MMc	B	MG
Shadow Guildmage U,T: Put target creature you control on top of owner's library. R,T: Guildmage deals 1 damage to any target and 1 damage to you. 1/1.	SC	C	•••	MKi	B	MG
Shallow Grave Put top creature from your graveyard in play. Creature is unaffected by summoning sickness and is removed from game at end of any turn.	INS	R	••••	JCo	B1	MG
Shauku, Endbringer Flying. Shauku cannot attack if there is another creature in play. During your upkeep, lose 3 life. T; Remove target creature from the game and put a +1/+1 counter on Shauku. 5/5.	SL	R	••	PVe	BB5	MG
Shimian Night Stalker B: Redirect damage done to you by a creature to Stalker instead. 4/4.	SC	U	•••	JMy	BB3	LG, CH
Simulacrum Redirect all damage done to you this turn to one of your creatures.	INS	U	•••	MPo	B1	A,B,U,R,4th
Sinkhole Destroy a land.	SOR	C	•••	SEv	BB	A,B,U
Skulking Ghost Flying. If Ghost is the target of a spell or effect, bury Ghost. 2/1.	SC	C	•••	RBl	B1	MG
Soldevi Adnate T: Sacrifice a black or artifact creature to add an amount of B equal to that creature's casting cost to your mana pool. 1/2.	SC	C	••	CRu	B1	AI
Songs of the Damned Add B to your mana pool for every creature in your graveyard.	MS	C	••	PVe	B	IA
Sorceress Queen T: Target creature becomes 0/2 until end of turn. 1/1.	SC	R	••••	KFo	BB1	AN,R,4th
Soul Burn Do one damage to any target for each B or R spent above the casting cost. Gain one life for each B spent in this way.	SOR	C	•••	RAl	B2	IA
Soul Exchange Remove a creature from the game to put a creature from your graveyard in play. Add a +2/+2 counter if you sacrificed a Thrull.	SOR	U	•••	AWa	BB	FE
Soul Kiss B: Sacrifice one life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.	EC	C	•••	NLe	B2	IA
Soul Rend Bury target white creature. Draw a card at start of the next turn.	INS	U	•••	JMi	B1	MG
Soulshriek Target creature you control gets +*/+0 until end of turn, where * is the number of creature in your graveyard. Bury creature at end of turn.	INS	C	••	JBo	B	MG
Spirit of the Night Flying, trample, protection from black. First strike when attacking. Spirit of the Night is unaffected by summoning sickness. 6/5.	SL	R	•••	CNi	BBB6	MG
Spirit Shackle Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackle is removed.	EC	U	••	EBe	BB	LG,4th
Spoils of Evil Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.	INT	R	•••	QHo	B2	IA
Spoils of War Put X +1/+1 counter on any number of creatures. X is equal to the number of creatures and artifacts in target opponent's graveyard.	SOR	R	•••	PVe	BX	IA
Stench of Decay All non-artifact creatures get -1/-1 until end of turn. Two versions.	INS	C	••	HHu	BB1	AI
Stench of Evil Destroy all plains. Each player takes one damage for each plains he loses this way, but may pay 2 for each point he wishes to prevent.	SOR	U	•••	MTe	BB2	IA
Stone-Throwing Devils First strike. 1/1.	SC	C	•••	KMe	B	AN
Stromgald Cabal T: Pay 1 life to counter a white spell. 2/2.	SC	R	••••	AMa	BB1	IA
Stromgald Spy If Spy attacks and is not blocked, you may have it deal no damage to make defending player play with his hand face up on the table. 2/4.	SC	U	•••	ZPl	B3	AI
Stupor Opponent discards a card at random, then chooses and discards a card.	SOR	U	••••	MKi	B2	MG
Swamp Mosquito Flying. If Mosquito is not blocked, defender gets a poison counter. Q/1	SC	C	••	NLe	B1	AI
Syphon Soul Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.	SOR	C	••	MBe	B2	LG
Tainted Specter Flying. BB1, T: Target chooses a card from his hand and then either discards it or puts it on top of his library. If it is discarded, Specter deals 1 damage to each creature and player. Play as a sorcery. 2/2.	SC	R	•••	Ch	B3	MG
Takklemaggot Give target a -0/-1 counter during controller's upkeep. If creature dies, controller chooses a new target. If no target, Takklemaggot becomes an EN and does 1 damage during upkeep to its last controller.	EC	U	••	DGe	BB2	LG, CH
Terror Bury target creature. Cannot target black or artifact creatures.	INS	C	••••	RSP	B1	A,B,U,R,4th
Thrull Champion All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or play, you lose control of it. 2/2.	SC	R	••	DGe	B4	FE
Thrull Retainer Give target +1/+1. Sacrifice Retainer to regenerate the creature.	EC	U	•••	RSp	B	FE
Thrull Wizard B1: Counter black spell unless caster pays an additional B or 3. 1/1.	SC	U	•	AMa	B2	FE
Timmerian Fiends BBB: Sacrifice Fiends to bury target opponent's artifact in your graveyard. Put Fiends into his graveyard. This change is permanent. Opponent may ante an additional card to counter this effect. 1/1.	SC	R	•	MKi	BB1	HL
Tombstone Stairwell Cumulative Upkeep: B1. During each player's upkeep, he puts into play a token for each creature in his graveyard. These tokens are 2/2 black creatures that are unaffected by summoning sickness and count as Zombies. Bury tokens at the end of any turn.	EW	R	•••	Dom	BB2	MG
Torture B1: Place -1/-1 token on creature Torture enchants. Two versions.	EC	C	••	MTe	B	HL
Touch of Darkness Change the color of one or more creatures to black until end of turn.	INS	U	•	PVe	B	LG
Touch of Death Do 1 damage to any player and gain 1 life. Cantrip.	SOR	C	••	MBe	B2	IA
Tourach's Chant Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.	EN	U	••	RKF	BB1	FE
Tourach's Gate Sacrifice a Thrull to put three time counters on land. Remove a counter during upkeep, burying Gate when there it has no time counters. 0: Tap land to give all your attacking creatures +2/-1 until end of turn.	EL	R	•	SEv	BB1	FE
Transmutation Target creature's power and toughness are switched until end of turn.	INS	C	•••	SVC	B1	LG, CH
Uncle Istvan Creatures cannot damage Uncle Istvan. 1/3.	SC	U	••	DGe	BBB1	DK,4th
• **Underworld Dreams** Do 1 damage to opponent for each card drawn.	EN	U	•••••	JBa	BBB	LG
Unholy Strength Target creature gains +2/+1.	SC	C	•••	DSh	B	A,B,U,R,4th
Urborg Panther B, Sacrifice Panther: Destroy target creature blocking Panther. Sacrifice Feral Shadow, Breathstealer, and Panther: Search your library for Spirit of the Night and put it into play as though it were just played.	SC	C	•••	CNi	B2	MG
Vampire Bats Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.	SC	C	••	AMa	B	LG,4th
Veldrane of Sengir BB1: Forestwalk and -3/-0. 5/5.	SL	R	•••	SVC	BB5	HL
Walking Dead B: Regenerates. 1/1.	SC	C	•••	DFr	B1	LG
Wall of Bone B: Regenerates. 1/4.	SC	U	••	AMa	B2	A,B,U,R,4th
Wall of Corpses B, Sacrifice Wall: Destroy target creature blocked by Wall. 0/2.	SC	C	••	GLe	B1	MG
Wall of Putrid Flesh Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.	SC	U	••	RTh	B2	LG
Wall of Shadows Damage done to Wall by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.	SC	C	••	PVe	BB1	LG, CH
Wall of Tombstones *=the number of creatures in your graveyard. 0/1+*.	SC	U	•	DFr	B1	LG
Warp Artifact Do 1 damage to target artifact's controller during upkeep.	EA	R	••	AWe	BB	A,B,U,R,4th
Weakness Target creature loses -2/-1.	EC	C	••	DSh	BO	A,B,U,R,4th
Will-O'-The-Wisp Flying. B: Regenerates. 0/1.	SC	R	••••	JMy	B	A,B,U,R,4th
Withering Boon Pay 3 life: Counter target summon spell.	INT	U	•••	RBl	B1	MG
Withering Wisps B: Do 1 damage to all creatures and players. You cannot spend more B than the number of SC swamps you control. Destroy if there are no creatures in play at end of turn.	EN	U	•••	Nth	BB1	IA
Word of Binding Tap X creatures.	SOR	C	•••	RSp	BBX	DK,4th
Word of Command Examine opponent's hand. Play any card from opponent's hand using his available mana.	INS	R	••	JMy	BB	A,B,U
Worms of the Earth No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.	EN	R	•	AMa	BBB2	DK
Wretched, The After combat, take control of all creatures blocking The Wretched. Lose control of such creatures if Wretched leaves play or your control. 2/5.	SC	R	••	CRu	BB3	LG, CH
Xenic Poltergeist T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.	SC	R	•••	DFr	BB1	AQ, 4th
Yawgmoth Demon Flying, first strike. During your upkeep, sacrifice one of your artifacts or Yawgmoth Demon taps and does 2 damage to you. 6/6.	SC	R	•	SEv	BB4	AQ, CH
Zombie Master All zombies in play gain swampwalk and may regenerate for B. 2/3.	SC	R	••	JMe	BB1	A,B,U,R,4th
Zombie Mob Comes into play with one +1/+1 counter for each summon card in your graveyard. Remove all of those cards from the game. 2/0.	SC	U	•••	TNi	BB2	MG

BLUE

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Acid Rain Destroy all forests in play.	SOR	R	•••	NTh	U3	LG
Æther Storm No summon spells may be cast. Anyone may pay 4 life to bury Storm.	EN	U	•••	MTe	U3	HL
Air Elemental Flying. 4/4.	SC	U	•••	RTh	UU3	A,B,U,R,4th
Amnesia Examine target player's hand. Target discards all non-land cards.	SOR	U	••••	MPo	UUU3	DK
Ancestral Memories Look at the top seven cards of your library. Put two of those cards into your hand and the rest into your graveyard.	SOR	R	•••	WDa	UUU2	MG

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
• **Ancestral Recall**	INS	R	●●●●●	MPo	U	A,B,U
Target player must draw 3 cards.						
Animate Artifact	EA	U	●●	DSh	U3	A,B,U,R,4th
Target non-creature artifact becomes an artifact creature with power and toughness equaling its casting cost; target retains original abilities.						
Anti-Magic Aura	EC	C	●●●	DSh	U2	LG
Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.						
Apprentice Wizard	SC	C	●●	DFr	UU1	DK,4th
U, T: Add 3 to your mana pool. 0/1.						
Arcane Denial	INT	C	●●●●	RKF	U1	AI
Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep and you draw one.						
Arnjlot's Ascent	EN	C	●●	DTu	UU1	IA
CU: U. 1: Target creature gains flying until end of turn.						
Awesome Presence	EC	C	●●	LSn	U	AI
Enchanted creature can't be blocked unless defending player pays an additional 3 for each creature assigned to block it.						
Azimaet Drake	SC	C	●●	GGr	U2	MG
Flying. U: +1/+0 until end of turn. You cannot spend more than U in this way each turn. 1/3.						
Azure Drake	SC	U	●●●	DFr	U3	LG, CH
Flying. 2/4.						
Backfire	EC	U	●●	BSn	U	LG,4th
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.						
Baki's Curse	SOR	R	•	NLe	UU2	HL
Do 2 damage to each creature for each enchantment on that creature.						
Balduvian Conjurer	SC	U	●●	MTe	U1	IA
T: Turn a SC land into a 2/2 creature until end of turn. 0/2.						
Balduvian Shaman	SC	C	●●	QHo	U	IA
T: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1. 1/1.						
Bay Falcon	SC	C	●●●	UFr	U1	MG
Flying. Attacking does not cause Bay Falcon to tap. 1/1.						
Bazaar of Wonders	EW	R	●●●●	LDa	UU3	MG
Remove all graveyards from the game. Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.						
Benthic Explorers	SC	C	●●●	GSi	U3	AI
T: Untap target tapped land an opponent controls to add one mana of any type that land produces to your mana pool. 2/4						
Binding Grasp	EC	U	●●●	RTp	U3	IA
Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.						
Blue Elemental Blast	INT	C	●●●	RTh	U	A,B,U,R,4th
Counter a red spell being cast or destroy a red card in play.						
Boomerang	INS	C	●●●	BSn	UU	LG, CH,MG
Return target permanent to owner's hand. Artists: BSn, RKF (Mirage).						
• **Braingeyser**	SOR	R	●●●●	MTe	UUX	A,B,U,R
Target player must draw X cards.						
Brainstorm	INS	C	●●●	CRu	U	IA
Draw three cards, then put any two cards from your hand on top of your library in any order.						
Breath of Dreams	EN	U	●●	PFo	UU2	IA
CU: U. Green creatures require an additional CU: 1.						
Brine Hag	SC	U	•	QHo	UU2	LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.						
Browse	EN	U	●●●	PFo	UU2	AI
2UU: Look at the top five cards of your library and put one of them into your hand. Remove the remaining four from the game.						
Cerulean Wyvern	SC	U	●●●	GGr	U4	MG
Flying, protection from green. 3/3.						
Chain Stasis	INS	R	●●	PMo	U	HL
Tap or untap target creature. Controller of target creature may pay U2 to have Chain Stasis tap or untap another target creature.						
Clairvoyance	INS	C	●●	KMe	U	IA
Look at target player's hand. Draw a card at beginning of next turn.						
Cloak of Invisibility	EC	C	●●●	JCo	U	MG
Enchanted creature gains phasing and can only be blocked by Walls.						
Clone	SC	U	●●●	JBa	U3	A,B,U,R
Clone acquires all characteristics, including color, of target creature in play. */*.						
Control Magic	EC	U	●●●●	DWi	UU2	A,B,U,R,4th
Control target creature until enchantment is discarded or game ends.						
• **Copy Artifact**	EN	R	●●●●●	AWe	U1	A,B,U,R
Duplicate any artifact in play. Treat as both enchantment and artifact.						
Coral Fighters	SC	U	●●	SLu	U1	MG
If Fighters attacks and is not blocked, look at top card of defender's library. You may put that card on the bottom of the library. 1/1.						
Coral Reef	EN	C	●●	AWe	UU	HL
Put 4 counters on Reef. 0: Sacrifice an Island for 2 polyps. U: Place a +0/+1 counter on a blue creature you control. Remove 1 polyp.						
Counterspell	INT	U	●●●●●	Multi	UU	A,B,U,R,4TH,IA
Counter target spell as it is being cast. Artists: MPo, LWi						
Creature Bond	EC	C	●●	AMa	U1	A,B,U,R,4th
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.						
Dance of Many	EN	R	●●●	SEv	UU	DK, CH
Put a token creature in play and treat it as a duplicate of target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.						
Dandan	SC	C	●●	DTu	UU	AN, CH
Islandhome. 4/1.						
Daring Apprentice	SC	R	●●●	KFo	UU1	MG
T, Sacrifice Daring Apprentice: Counter target spell. 1/1.						
Dark Maze	SC	C	●●	RAl	U4	HL
0: Can attack this turn. At the end of turn, remove Maze from the game. Dark Maze cannot attack the turn it comes under your control.						
Deep Spawn	SC	U	●●	MTe	UUU5	FE
Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Spawn. U: Spawn may not be target of spells or effects until end of turn. Tap Spawn if it was untapped. Does not untap as normal during your next untap. 6/6.						
Deep Water	EN	C	•	JMe	UU	DK
U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.						
Deflection	INT	R	●●●●	MRa	U3	IA
Target spell with one target now targets a legal target of your choice.						
Devouring Deep	SC	C	●●	LDa	U2	LG
Islandwalk. 1/2.						
Diminishing Returns	SOR	U	●●●●	LWi	UU2	AI
Each player shuffles his hand and graveyard into his library. You remove the top 10 cards from game. Each player draws up to 7 cards.						
Dissipate	INT	U		RKF	UU1	MG
Counter target spell. Remove that card from the game.						
Drafna's Restoration	SOR	C	●●	AWe	U	AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his library in any order.						
Drain Power	SOR	R	●●●	DSh	UU	A,B,U,R,4th
Tap opponent's landsfor mana and draw all mana in his pool into yours.						
Dream Cache	SOR	C	●●●	DAG	U2	MG
Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.						
Dream Coat	EC	U	●●	AWa	U.	LG
During your upkeep you may change target creature's color.						
Dream Fighter	SC	C	●●●	DTu	U2	MG
Whenever Dream Fighter blocks or is blocked by a creature, Dream Fighter and that creature phase out. 1/1.						
Dreams of the Dead	EN	U	●●	HHu	U3	IA
U1: Put a white or black creature from your graveyard into play. That creature now has CU: 2. If creature leaves play, remove it from game.						
Drowned	SC	C	●●	QHo	U1	DK
B: Regenerates. 1/1.						
Elder Spawn	SC	R	●	JMy	UUU4	LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.						
Electric Eel	SC	U	●●	AMa	U	DK
RR: +2/+0 and Eel does 1 damage to you. 1/1.						
Enchantment Alteration	INS	U	●●●	BSn	U	LG, CH
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change.						
Energy Flux	EN	U	●●●	KFo	U2	AQ,R,4th
Each artifact requires 2 during upkeep or it must be destroyed.						
Energy Tap	SOR	C	●●	DGe	U	LG,4th
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.						
Energy Vortex	EN	R	●●	TWa	UU3	MG
At the beginning of your upkeep, remove all counters from Vortex. During target opponent's upkeep, he pays 1 for each counter on Vortex, or he takes a grand total of 3 damage. X: Put X counters on Vortex. Use this ability only during your upkeep.						
Enervate	INS	C	●●●	LWi	U1	IA
Tap target creature, land, or artifact. Draw a card at the beginning of the next turn's upkeep						
Erosion	EL	C	●●	PVe	UUU	DK,4th
Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.						
Errant Minion	EC	C	●●	HMc	U2	IA
During target creature's controller's upkeep, Errant Minion deals 2 damage to him. He may pay 1 for each damage he wishes to prevent.						
Essence Flare	EC	C	●●●	RKF	U	IA
Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.						
Ether Well	INS	U	●●●	CGi	U3	MG
Put target creature on top of owner's library. If that creature is red, you may choose to put it on the bottom of owner's library instead.						
False Demise	EC	U	●●●	RGo	U2	AI
If enchanted creature is put into the graveyard, return that creature to play under your control as though it were just cast.						
Feedback	EE	U	●●	QHo	U2	A,B,U,R,4th
Do 1 damage to controller of target enchantment during upkeep.						
Field of Dreams	EW	R	●●●	KFo	U	LG
The top card in every library plays face up.						
Fishliver Oil	EC	C	●●	AMa	U1	AN, CH
Give target creature islandwalk.						
Flash	INS	R	●●●	DHo	U1	MG
Put a creature from your hand into play. Pay the creature's casting cost reduced by up to 2. If you cannot, bury the creature.						
Flash Counter	INT	C	●●●	HMc	U1	LG
Counter target interrupt or instant spell.						
Flash Flood	INS	C	•	TWa	U	LG, CH
Destroy red permanent or return mountain to owner's hand.						
Flight	EC	C	●●●	AMa	U	A,B,U,R,4th
Target creature now has flying.						
Flood	EN	C	●●●	DDe	U	DK,4th
UU: Tap target non-flying creature.						
Floodgate	SC	U	●●●	JMi	U3	MG
If Floodgate gains flying, bury it. If it leaves play, it deals to each non-blue, non-flying creature 1 damage for each 2 islands you have. 0/5.						
Flying Men	SC	C	●●●	CRu	U	AN
Flying. 1/1.						
Force of Will	INT	U	●●●●●	TNi	UU3	AI
You may pay one life and remove a blue card in your hand from game instead of paying Force of Will's casting cost. Counter target spell.						
Force Spike	INT	C	●●	BWa	U	LG
Counter target spell unless its caster spends 1 extra generic mana.						
Force Void	INT	U	•	MTe	U2	IA
Counter target spell unless its caster spends 1. Contrip.						
Foresight	SOR	C	•	TNi	U1	AI
Search your library for any three cards and remove them from the game.Draw a card at the beginning of the next turn's upkeep.						
Forget	SOR	R	●●	MKi	UU	HL
Target player discards two cards and then draws two cards.						
Gaseous Form	EC	C	●●	PFo	U2	LG,4th
Target creature deals nor receives damage in combat.						
Ghost Ship	SC	U	●●●	TWa	UU2	DK,4th
Flying. UUU: Regenerates. 2/4.						
Giant Albatross	SC	C	●●	DCh	U1	HL
Flying. U1: Bury all creatures that damaged Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Use only when Albatross dies.						
Giant Oyster	SC	U	●●●	NLe	UU2	HL
You may leave Oyster tapped. T: Target tapped creature doesn't untap as normal as long as Oyster is tapped. During upkeep, place a -1/-1 counter on creature. If Oyster leaves play, all counters are discarded.						

Mole Worms
Summon Worms
You may choose not to untap Mole Worms during your untap phase. 2: Tap target land. As long as Mole Worms remains tapped, that land does not untap during its controller's untap phase.
Illus. David Ogion

MOLE WORMS PSYCHIC VENOM

Mole Worms and Psychic Venom: Psychic Venom is a great early game card, making your opponent take damage for her mana, but later in the game when mana is plentiful, your opponent isn't likely to tap the venomous land. Save her the trouble by tapping it for her every other turn with Mole Worms. Just what is psychic venom, anyway? Is it what you get when Uri Geller catches rabies?

• Restricted
Banned

† Restricted in type 1 only
‡ Banned from type II only
ART Artifact

AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep

EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment

EL Enchant Land
EN Enchantment
EW Enchant World

INS Instant
INT Interrupt
LAN Land

LE Legendary Land
MS Mana Source
SC Summon Creature

SL Summon Legend
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Giant Shark	SC	C	•	TWa	U5	DK
Islandhome. When Shark blocks or is blocked by a creature that has been damaged this turn, Shark gets +2/+0 and trample until end of turn. 4/4.						
Giant Tortoise	SC	C	••	KFo	U1	AN,4th
+0/+3 while untapped. 1/1.						
Glacial Wall	SC	U	••	DWi	U2	IA
0/7.						
Glyph of Delusion	INS	C	•	SVC	U	LG
Put X counters on target creature blocked by a wall, where X is the power of the creature. Creature does not untap as normal while it has any counters on it. Remove a counter during its controller's upkeep.						
Hakim, Loreweaver	SL	R	•••	ARa	UU3	MG
Flying. UU: Put target creature enchantment from your graveyard on Hakim. Treat that enchantment as though it were just played. Use this ability only during your upkeep and only if there are no enchantments on Hakim. UU,T: Destroy all enchantments on Hakim. 2/4.						
Harmattan Efreet	SC	U	•••	DTu	UU2	MG
Flying. UU1: Target creature gains flying until end of turn. 2/2.						
High Tide	INS	C	•	Multi	U	FE
All islands produce another U until end of turn. Artists: AMa, DTu, AWe.						
Homarid	SC	C	•	Multi	U2	FE
Put a counter on Homarid when it comes into play and during upkeep. Homarid gets -1/-1 if it has 1 counter and +1/+1 if it has 3 counters. Remove all counters when there are 4 counters on Homarid. 2/2.						
Homarid Shaman	SC	R	•••	AWe	UU2	FE
U: Tap target green creature. 2/1.						
Homarid Spawning Bed	EN	U	•••	DSh	UU	FE
UU1: Sacrifice a blue creature to put X Camarids, 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.						
Homarid Warrior	SC	C	••	Multi	U4	FE
U: Warrior may not be the target of spells or effects until end of turn. Tap Warrior. It does not untap as normal during your next untap. 3/3.						
Hurkyl's Recall	INS	R	•••	NTh	U1	AQ,R,4th
Return all artifacts in play controlled by target player to owner's hand.						
Hydroblast	INT	C	•••	KFo	U	IA
Counter a spell being cast or destroy a red permanent if it's red.						
Iceberg	EN	U	••	JMe	UUX	IA
Put X counters on Iceberg when it comes into play. 3: Put a counter on Iceberg. 0: Remove a counter to add 1 to your mana pool.						
Icy Prison	EN	R	••	AMa	UU	IA
Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.						
Illusionary Forces	SC	C	••	JHa	U3	IA
Flying. CU: U. 4/4.						
Illusionary Presence	SC	R	••	KFo	UU1	IA
CU: U. During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2.						
Illusionary Terrain	EN	U	•••	RAl	UU	IA
CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.						
Illusionary Wall	SC	C	••	MPo	U4	IA
Flying, first strike. CU: U. 7/4.						
Illusions of Grandeur	EN	R	••	QHo	U3	IA
CU: 2. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.						
In the Eye of Chaos	EW	R	•	CRu	U2	LG
Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.						
Infuse	INS	C	•	RGa	U2	IA
Untap target artifact, creature or land. Draw a card at the beginning of the next turn's upkeep.						
Invisibility	EC	C	•••	AMa	UU	A,B,U
Target creature may only be blocked by walls.						
Invoke Prejudice	EN	R	•••	HMc	UUUU	LG
Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.						
Island Fish Jasconius	SC	R	••	JMy	UUU4	AN,R,4th
Islandhome. Pay UUU during upkeep to untap. 6/8.						
Jinx	INS	C	••	MKi	U1	HL
Target land becomes basic land of your choice until end of turn. Draw a card at the begining of the next turn's upkeep.						
Jolt	INS	C	•••	JMa	U2	MG
Tap or untap target artifact, creature or land. Draw a card at the beginning of the next turn's upkeep.						
Jump	INS	C	••	MPo	U	A,B,U,R,4th
Target creature has flying until end of turn.						
Juxtapose	SOR	R	•••	JHa	U3	LG, CH
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts.						
Krovikan Sorcerer	SC	C	•••	PMo	U2	IA
T: Discard a card from your hand and draw a card. If you discarded a black card, draw 2 cards, keeping one and discarding the other. 1/1.						
Kukemssa Pirates	SC	R	•••	Jo	U3	MG
If Pirates are not blocked, you may have them do no damage this turn and gain control of target artifact the defending player controls. 2/2.						
Kukemssa Serpent	SC	C	•••	IMi	U3	MG
Islandhome. U, Sacrifice an island: Target land an opponent controls is an island until end of turn. 4/3.						
Labyrinth Minotaur	SC	C	••	AMa	U3	HL
Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. Two versions. 1/4.						
Land Equilibrium	EN	R	••••	JMy	UU2	LG
If opponent has at least as much land in play as you, he must sacrifice a land for each new one he puts into play.						
Lat-Nam's Legacy	INS	C	••	TWa	U1	AI
Choose a card from your hand and shuffle that card into your library to draw two cards at beginning of the next turn's upkeep.						
Leviathan	SC	R	••	MTe	UUUU5	DK,4th
Trample. Enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack. 10/10.						
Library of Lat-Nam	SOR	R	••••	ARa	U4	AI
Opponent chooses: You draw three cards at the beginning of the next turn's upkeep or you search your library for a card.						
Lifetap	EN	U	•••	AMa	UU	A,B,U,R,4th
Gain 1 life whenever opponent taps a forest.						
Lord of Atlantis	SC	R	••	MBe	UU	A,B,U,R,4th
All Merfolk in play gain islandwalk and +1/+1. 2/2.						
Magical Hack	INT	R	••	JBa	U	A,B,U,R,4th
Change the text of a card being played or in play by switching one basic land type with another.						
Magus of the Unseen	SC	R	••••	KFo	U1	IA
U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. It is unaffected by summoning sickness. 1/1.						
Mahamoti Djinn	SC	R	••••	DFr	UU4	A,B,U,R,4th
Flying. 5/6.						
Mana Drain	INT	U	•••••	MTe	UU	LG
Counter target spell. At the beginning of your next turn, add to your mana pool colorless mana equal to casting cost of spell.						
Mana Short	INS	R	•••	DWi	U2	A,B,U,R,4th
All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.						
Mana Vortex	EN	R	••	DSh	UU1	DK
Sacrifice a land when casting Vortex. All players must sacrifice a land during upkeep. Vortex is destroyed when there are no lands in play.						
Marjhan	SC	R	••	DGe	UU5	HL
Islandhome. Does not untap as normal. UU: Sacrifice a creature to untap Marjhan. Use only during your upkeep. UU: -1/-0 until the end of turn. Do 1 damage to target attacking creature without flying. 8/8						
Meddle	INT	U	••••	BSn	U1	MG
Target spell, which targets a single creature, targets another creature of your choice instead. The new target must be legal.						
Memory Lapse	INT	C	••	MTe	U1	HL,MG
Counter target spell. Put that spell on top of its owner's library.						
Merchant Scroll	SOR	C	•••	LDah	U1	HL
Search library for blue instant or interrupt and add it to your hand.						
Merchant Ship	SC	R	••	TWa	U	AN
Islandhome. Gain 2 life if Ship attacks and is not blocked. 0/2.						
Merfolk Assassin	SC	U	•••	DDe	UU	DK
T: Destroy target creature that has islandwalk. 1/2.						
Merfolk of the Pearl Trident	SC	C	••	JMe	U	A,B,U,R,4th
1/1.						
Merfolk Raiders	SC	C	•••	SLu	U1	MG
Phasing; islandwalk. 2/3.						
Merfolk Seer	SC	C	••	SLu	U2	MG
U1: Draw a card. Use this ability only when Merfolk Seer is put into the graveyard from play and only once. 2/2.						
Merseine	EC	C	••	Multi	UU2	FE
Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove a counter.						
Mesmeric Trance	EN	R	••	DFr	UU1	IA
CU: 1. U: Discard a card from your hand to draw a card.						
Mind Bend	INS	U	••••	MDr	U	MG
Change the text of target permanent by replacing all instances of one color word or basic land type with another.						
Mind Bomb	SOR	U	••	MTe	U	DK,4th
Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.						
Mind Harness	EC	U	•••	JMI	U	MG
CU 1. Gain control of target red or green creature.						
Mistfolk	SC	C	••	QHo	UU	IA
U: Counter any spell that targets Mistfolk. 1/2.						
Mist Dragon	SC	R	•••	ADa	UU4	MG
0: Flying. 0: Loses Flying. UU3: Phases out. 4/4.						
Musician	SC	R	••	DTu	U2	IA
CU: 1. T: Put a counter on target creature. During its controller's upkeep, he pays 1 for each counter or the creature is destroyed. 1/1.						
Mystical Tutor	INS	U	••••	DOC	U	MG
Search your library for an instant, interrupt, ms, or sorcery and reveal that card to all players. Put the card back on top of your library.						
Mystic Decree	EW	R	•••	LDa	UU2	HL
All creatures lose flying and islandwalk.						
Mystic Might	EL	R	•	NLe	U	IA
CU: U1. 0: Tap land to give a creature +2/+2 until end of turn.						
Mystic Remora	EN	C	•••	KMe	U	IA
CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. Opponent may pay 4 to counter this effect.						
Narwhal	SC	R	••	DCh	UU2	HL
First strike, Protection from red. 2/2.						
Old Man of the Sea	SC	R	••••	SVC	UU1	AN
T: Gain control of creature with power less than or equal to the Old Man's. You may choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.						
Part Water	SOR	U	••	NTh	UXX	LG
Give X target creatures islandwalk until end of turn.						
Phantasmal Forces	SC	U	••	MPo	U3	A,B,U,R,4th
Flying. Pay U during upkeep or card is destroyed. 4/1.						
Phantasmal Mount	SC	U	•••	MBe	U1	IA
Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.						
Phantasmal Sphere	SC	C	••	MTe	U1	AI
Flying. At the beginning of the upkeep, put a +1/+1 counter on Sphere. During your upkeep, pay one for each counter or bury Sphere. If Sphere leaves play, put an Orb token into play under your opponent's control. Treat this token as a */* blue creature with flying, where * is equal to the number counters on Sphere. 0/1.						
Phantasmal Terrain	EL	C	•••	DWi	UU	A,B,U,R,4th
Target land switches to any basic land type chosen by caster.						
Phantom Monster	SC	U	•••	JMy	U3	A,B,U,R,4th
Flying. 3/3.						
Pirate Ship	SC	R	•••	TWa	U4	A,B,U,R,4th
Islandhome. T: Do 1 damage to any target. 4/3.						
Polar Kraken	SC	R	•••	MTe	UUU8	IA
Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.						
Political Trickery	SOR	R	••••	SKi	U2	MG
Exchange control of one of your lands for one of opponent's lands.						
Polymorph	SOR	R	•••	RBl	U3	MG
Bury target creature. That creature's controller reveals cards from the top of his or her library until a creature card is revealed and then puts that creature into play under his or her control as though it were just played. The player shuffles all other revealed cards into his or her library.						

STASIS

Early Harvest
Instant
Target player untaps all basic lands he or she controls.
"Tonight we'll eat a farewell feast. Cool corn porridge is not enough. Let's peel papayas, pineapples, and mangoes, drink coconut milk, and bake bananas."
– "Love Song of Night and Day"

EARLY HARVEST

Stasis and Early Harvest: Stasis is probably the fastest way to put a lock on your opponent, but you have to exert special effort to keep it in play, since it's hard to pay the upkeep of one blue when your lands stay tapped. Early Harvest buys your Stasis time, untapping your basic lands and giving you a few extra turns to clamp down on your opponent.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Portent	SOR	C	●●●	LDa	U	IA
You may look at the top three cards of one player's library. Either shuffle that library or put the cards back on top in any order. Cantrip						
Power Artifact	EA	U	●●	DSh	UU	AQ
Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1.						
Power Leak	EE	C	●	DTu	U1	A,B,U,R,4th
Enchantment's controller must pay 2 during upkeep or Power Leak does 1 damage to him for each unpaid mana.						
Power Sink	INT	C	●●●●	Multi	UX	A,B,U,R,4TH,IA,MG
Counter target spell unless its caster spends X more mana. Spell's caster must spend all mana from lands and mana pool until X is met.						
Prismatic Lace	INS	R	●●●	DOC	U	MG
Target permanent becomes the color(s) of your choice.						
Reverberation	INS	R	●●●	JHo	UU2	LG
Redirect damage from a sorcery to its caster.						
Riptide	INS	C	●	RAF	U	DK
Tap all blue creatures.						
River Merfolk	SC	R	●●●	DSh	UU	FE
U: Give River Merfolk mountainwalk until end of turn. 2/1.						
Sage of Lat-Nam	SC	C	●●	PVe	U1	AQ
T, Sacrifice an artifact: Draw a card.1/1.						
Sandbar Crocodile	SC	C	●●●	UFr	U4	MG
Phasing. 6/5.						
Sapphire Charm	INS	C	●●●	SLu	U	MG
Choose one — Target player draws a card at the beginning of the next turn's upkeep; or target creature an opponent controls phases out; or target creature gains flying until end of turn.						
Snowfall	EN	C	●	PFo	U2	IA
CU: U. Islands may produce an addition U when tapped for mana. SC islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.						
Soar	EC	C	●●●	TRo	U1	MG
You may choose to play Soar as an instant; if you do, bury it at the end of turn. Enchanted creature gets +0/+1 and gains flying.						
Soldevi Heretic	SC	C	●	MKi	U2	AI
W, T: Prevent up to two damage to any creature. Target opponent may draw a card. 2/2.						
Soldevi Machinist	SC	U	●●	JMe	U1	IA
T: Add 2 to mana pool. Use only for artifact activation costs. 1/1.						
Soldevi Sage	SC	C	●●	CHe	U1	AI
T: Sacrifice 2 lands to draw 3 cards. Discard one of those cards. 1/1.						

Cannot be the target of spells or effects.
"There is no use for pain when the heart leaves in terrible sting."
—Jasmi Carthalion,
Juoqo-Order Advocate

DEADLY INSECT

Artifact
4,0: Switch target enchantment from one creature to another; the enchantment's new target must be legal. The controller of the enchantment does not change. Treat the enchantment as though it were just cast on the new target

CROWN OF THE AGES

Target creature gets +0/+2.
Sacrifice Carapace to regenerate creature. Carapace goes back to the hand.
"The taboo to create the monster is the monster."
—Kalora, Sea Troll

CARAPACE

Deadly Insect, Crown of the Ages and Carapace: The Deadly Insect can't be targeted by spells or effects, so it can't be Bolted or Terrored. It's also hard to pump up its wimpy toughness of one. You can move an enchantment onto the Insect without targeting it using the Crown of the Ages, so keep your Deadly Insect from becoming a dead insect with Carapace or a card like Wings of Aesthir (first strike!).

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Prodigal Sorcerer	SC	C	●●●	DSh	U2	A,B,U,R,4th
T: Do 1 damage to any target. 1/1						
Psionic Blast	INS	U	●●●●	DSh	U2	A,B,U
Do 4 damage to any target and 2 damage to you.						
Psionic Entity	SC	R	●●	JHa	U4	LG,4th
T: Do 2 damage to any target and 3 damage to itself. 2/2.						
Psychic Allergy	EN	R	●●	MTe	UU3	DK
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.						
Psychic Purge	SOR	C	●●	SVC	U	LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.						
Psychic Transfer	SOR	R	●●	Dom	U4	MG
Compare your life total with target player. If the difference is 5 or less and you have at least 1 life, exchange life totals with that player.						
Psychic Venom	EL	C	●●	BSn	U1	A,B,U,R,4th
Do 2 damage to target land's controller whenever the land is tapped.						
Puppet Master	EC	U	●●	SEv	UUU	LG, CH
If creature goes to the graveyard, return it to its owner's hand. You may pay UUU to return Master to its owner's hand if this happens.						
Ray of Command	INS	C	●●●	Multi	U3	IA,MG
Untap target creature controlled by opponent and take control of it until end of turn. Creature is unaffected by summoning sickness.						
Ray of Erasure	INS	C	●	MRa	U	IA
Target player must take the top card of his library and place it in his graveyard. Draw a card at the beginning of the next turn's upkeep.						
Reality Ripple	INS	C	●●	ARa	U1	MG
Target artifact, creature, or land phases out.						
Reality Twist	EN	R	●●	JEr	UUU	IA
CU: UU1. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B						
Recall	SOR	U	●●●●	BSn	UXX	LG, CH
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.						
Reconstruction	SOR	C	●●●	AMa	U	AQ,R
Bring an artifact from your graveyard into your hand.						
Reef Pirates	SC	C	●●	TWa	UU1	HL
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2.						
Relic Bind	EA	R	●●	CRu	U2	LG,4th
Play on one of your opponent's artifacts. When target artifact is tapped, you may do 1 damage or give 1 life to any player.						
Remove Soul	INT	C	●●●	BSn	U1	LG, CH
Counter target summon spell.						
Reset	INT	U	●●	NLe	UU	LG
Untap all your lands. May only be played during opponent's turn.						
Reveka, Wizard Savant	SL	R	●●	SVC	UU2	HL
T: Reveka does 2 damage to creature or player and does not untap during your next untap phase. 0/1.						
Sea King's Blessing	INS	U	●	RAF	U	LG
Change color of any number of target creatures to blue until end of turn.						
Sea Scryer	SC	C	●●	MMc	U1	MG
T: Add 1 to your mana pool.. 1,T: Add U to your mana pool. 1/1.						
Sea Serpent	SC	C	●	JMe	U5	A,B,U,R,4th
Islandhome. 5/5.						
Sea Spirit	SC	U	●●	RAI	U4	IA
U: +1/+0 until end of turn. 2/3						
Sea Sprite	SC	U	●●●	SVC	U1	HL
Flying. Protection from red. 1/1.						
Sea Troll	SC	U	●	DGe	U2	HL
U: Regenerate. Use this ability only during a turn in which Sea Troll was blocked or in which Sea Troll blocked a creature. 2/1.						
Seasinger	SC	U	●●	AWe	UU1	FE
Islandhome. T: Gain control of target creature if its controller controls at least one island. You lose control of creature if Seasinger leaves play, leaves your control, or becomes untapped. You may leave Seasinger tapped. 0/1.						
Segovian Leviathan	SC	U	●●●	MBe	U4	LG,4th
Islandwalk. 3/3.						
Serendib Djinn	SC	R	●●	AMa	UU2	AN
Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.						
Serendib Efreet	SC	R	●●●●●	AMa	U2	AN,R
Flying. Does 1 damage to you during upkeep. 3/4.						
Shaper Guildmage	SC	C	●●●	DAG	U	MG
W,T: Target creature gets first strike. B,T: Target creature gets +1/+0.						
Shimmer	EN	R	●●●	DCh	UU2	MG
When you play Shimmer, pick a land type. Those lands gain phasing.						
Shyft	SC	R	●●	RTh	U4	IA
During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.						
Sibilant Spirit	SC	R	●●●●	RSp	U5	IA
Flying. When Sibilant Spirit attacks, defending player may draw a card. 5/6.						
Silhouette	INS	U1	●	KFo	U	LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it.						
Silver Erne	SC	U	●●	MBe	U3	IA
Flying, trample. 2/2.						
Sindbad	SC	U	●●	JBa	U1	AN,4th
T:Draw a card. If it's not a land, discard it. 1/1.						
Siren's Call	INS	U	●●	AMa	U	A,B,U,R,4th
All of opponent's creatures that can attack must, or die at end of turn.						
Sleight of Mind	INT	U	●●●●	NLe	U	A,B,U,R,4th,IA
Change the text of a card being played or in play by switching one color word with another.						
Snow Devil	EC	C	●●	KMe	U1	IA
Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.						
Soul Barrier	EN	U	●●	HMc	U2	IA
Target opponent takes 2 damage whenever he casts a summon spell. That player may pay 2 to prevent this damage						
Spectral Cloak	EC	U	●●●	RAI	UU	LG
Creature cannot be targeted by spells or fast effects unless it is tapped.						
Spell Blast	INT	C	●●●	BSn	UX	A,B,U,R,4th
Counter target spell; X is the casting cost of target spell						
Spiny Starfish	SC	U	●●	ARa	U2	AI
U: Regenerate and put a Starfish token into play at end of turn. Treat these tokens as 0/1 blue creatures. 0/1.						
Stasis	EN	R	●●●	FJo	U1	A,B,U,R,4th
Players don't get an untap phase. Pay U during upkeep or bury Stasis.						
Steal Artifact	EA	U	●●●	AWe	UU2	A,B,U,R,4th
Take control of target artifact.						
Storm Crow	SC	C	●	SEv	U1	AI
Flying. 1/2.						
Storm Elemental	SC	U	●●●	JMa	U5	AI
Flying U: Remove top card of your library from the game to tap target flying creature. U: Remove top card of your library from the game. If it is a SC land, Storm Elemental gets +1/+1 until end of turn. 3/4.						
Suffocation	INS	U	●●	LWi	U1	AI
Play only when a red spell deals damage to you. Do 4 damage to that spell's caster. Draw a card at the beginning of the next turn's upkeep.						
Sunken City	EN	C	●●●	JMy	UU	DK,4th
All blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City.						
Suq'Ata Firewalker	SC	U	●●●	DOC	UU1	MG
Suq'Ata Firewalker cannot be the target of red spells or effects. T: Suq'Ata Firewalker deals 1 damage to target creature or player. 0/1.						
Svyelunite Priest	SC	U	●●	RSp	U1	FE
UU, T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.						
Tangle Kelp	EC	U	●	RAI	U	DK
Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.						
Taniwha	SL	R	●●●●	IMi	UU3	MG
Phasing, Trample. At the beginning of your upkeep, all lands you control phase out. 7/7.						
Teferi's Curse	EP	C	●●	RBl	U1	MG
Play only on an artifact or creature. Enchanted permanent gains phasing.						
Teferi's Drake	SC	C	●●	KJo	U2	MG
Flying, phasing. 3/2.						
Teferi's Imp	SC	R	●●●	UFr	U2	MG
Flying, Phasing. When Teferi's Imp phases out, choose and discard a card. When Teferi's Imp phases in, draw a card. 1/1.						
Telekinesis	INS	R	●●	DGe	UU	LG
Target creature becomes tapped and deals no damage this turn It does not untap normally during its controller's following two untap phases.						
Teleport	INS	R	●●●	DSh	UUU	LG, CH
Target creature may not be blocked this turn.						

Restricted
Banned

1 Restricted in type 1 only
2 Banned from type 2 only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LE Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Thirst	EC	C	●●●	RRa	U2	MG
Tap enchanted creature. During your upkeep, pay U or bury Thirst. Enchanted creature does not untap during its controller's untap phase.						
Thought Lash	EN	R	●	MTe	UU2	AI
CU: Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash. 0: Remove the top card of your library from game to prevent one damage to you.						
Thoughtlace	INT	R	●	MPo	U	A,B,U,R,4th
Change the color of a card being played or already in play to blue.						
Thunder Wall	SC	U	●●	RTh	UU1	IA
Flying. U: +1/+1 until end of turn. 0/2.						
Tidal Control	EN	R	●●	RGa	UU1	AI
CU: 2. Anyone may pay 2 or two life to counter a red or green spell.						
Tidal Flats	EN	C	●	Multi	U	FE
UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay one for each attacking creature to prevent this effect.						
Tidal Influence	EN	U	●●	TWa	U2	FE
Put 1 counter on Tidal Influence when casting it and during upkeep. When there is one counter on Tidal Influences, all blue creatures get -2/-0. When there are 3 counters, all blue creatures get +2/+0. Remove all counters when there are four on Tidal Influence.						
Tidal Wave	INS	U	●●●	BSn	U2	MG
Put a Wave token into play. Treat this token as a 5/5 blue creature that counts as a Wall. Bury the token at end of any turn.						
Time Elemental	SC	R	●●●	AWe	U2	LG,4th
UU2, T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.						
• **Time Walk**	SOR	R	●●●●●	AWe	U1	A,B,U
Take an extra turn immediately after this one.						
• **Timetwister**	SOR	R	●●●●●	MTe	U2	A,B,U
Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.						
Transmute Artifact	SOR	U	●●	AMa	UU	AQ
Sacrifice an artifact to choose an artifact from your library and put it into play. If the new artifact's casting cost exceeds the discarded one's, pay the difference or bury the new artifact.						
Twiddle	INS	C	●●●	RAl	U	A,B,U,4th
Tap or untap any single land, creature, or artifact in play.						
Undertow	EN	U	●	RAF	U2	LG
Creatures with islandwalk may be blocked.						
Unstable Mutation	EC	C	●●●	DSh	U	AN,R,4th
Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain even if Unstable Mutation is destroyed.						
Unsummon	INS	C	●●●	DSh	U	A,B,U,R,4th
Return target creature to its owner's hand.						
Updraft	INS	U	●●	LWi	U1	IA
Give target creature flying until end of turn. Draw a card at the beginning of the next turn's upkeep						
Vaporous Djinn	SC	U	●●●	ARe	UU2	MG
Flying. During your upkeep, pay UU or Vaporous Djinn phases out. 3/4						
Venarian Gold	EC	C	●●	DGe	UUX	LG
Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.						
Vesuvan Doppelganger	SC	R	●●●●	QHo	UU3	A,B,U,R
Duplicates all characteristics except color of any one creature in play. May duplicate a different creture during upkeep phase. */*.						
Viscerid Armor	EC	C	●●	HHu	U1	AI
Enchanted creature gets +1/+1. 1U: Return Armor to owner's hand.						
Viscerid Drone	SC	U	●●	HHu	U1	AI
T: Sacrifice a creature and Swamp to bury target non-artifact creature. T: Sacrifice a creature and a SC Swamp to bury target creature 1/2.						
Vodalian Knights	SC	R	●●●	SVC	UU1	FE
Islandhome. First strike. U: Flying until end of turn. 2/2.						
Vodalian Mage	SC	C	●●	Multi	U2	FE
U, T: Counter a target spell unless caster pays an additional 1. 1/1.						
Vodalian Soldiers	SC	C	●	Multi	U1	FE
Artists: MBe, RKF, JMe, SVC. 1/2.						
Vodalian War Machine	SC	R	●●	AWe	UU1	FE
Tap a Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/-1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner are destroyed. 0/4.						
Volcanic Eruption	SOR	R	●●●	DSh	UUUX	A,B,U,R,4th
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.						
Wall of Air	SC	U	●●●	RTh	UU1	A,B,U,R,4th
Flying. 1/5.						
Wall of Kelp	SC	R	●●	ARa	UU	HL
UU, T: Put a kelp token into play. Treat this as a 0/1 wall. 0/3.						
Wall of Vapor	SC	C	●●●	RTh	U3	LG, CH
Cannot be damaged by creatures it blocks. 0/1.						
Wall of Water	SC	U	●●	RTh	UU1	A,B,U,R,4th
U: +1/+0. 0/5.						
Wall of Wonder	SC	U	●●	RTh	UU2	LG, CH
UU2: Give Wall of Wonder +4/-4 and enable it to attack. 1/5.						
Water Elemental	SC	U	●●	JMe	UU3	A,B,U,R,4th
5/4.						
Water Wurm	SC	C	●	RSp	U	DK
Water Wurm gains +0/+1 if opponent controls an island. 1/1.						
Wave Elemental	SC	U	●●	ZPl	UU2	MG
U,T: Sacrifice: Tap up to three target creatures without flying. 2/3.						
Wind Spirit	SC	U	●●●	KFo	U4	IA
Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.						
Winter's Chill	INS	R	●●	EBe	UX	IA
Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed.						
Word of Undoing	INS	C	●●●	CRu	U	IA
Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.						
Wrath of Marit Lage	EN	R	●●●	MRa	UU3	IA
Tap all red creatures. Red creatures do not untap as normal.						
Zephyr Falcon	SC	C	●●●	HHu	U1	LG,4th
Flying. Does not tap to attack. 1/1.						
Zuran Enchanter	SC	C	●●●	DSh	U1	IA
B2, T: Opponent must discard 1 card. Play as a sorcery. 1/1						
Zuran Spellcaster	SC	C	●●●	EBe	U2	IA
T: Do 1 damage to any target. 1/1.						
Zur's Weirding	EN	R	●●●●	LDa	U3	IA
All players play with hands face up. When a player draws a card, any other player may pay 2 life to force the player to discard that card.						

*: Regenerate
At the end of any turn in which Spiny Starfish regenerated, put a Starfish token into play for each time it regenerated that turn. Treat these tokens as 0/1 blue creatures.

SPINY STARFISH

Dark Privilege
Enchant Creature
Enchanted creature gets +1/+1.
Sacrifice a creature: Regenerate enchanted creature.
"As you breathe your last, understand why I accept such forbidden gifts."
Priest of Urborg
Illus. Tom Kiffa

DARK PRIVILEGE

Spiny Starfish and Dark Privilege: While giving regeneration to a creature that already has the ability isn't usually worth it, this combo fits so nicely that it's worth mentioning. Don't have the blue mana handy to regenerate your Starfish? Use Dark Privilege instead. And best of all, each time you use Dark Privilege, you'll get more fodder to sacrifice to it.

GOLD

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Adun Oakenshield	SL	R	●●●	JMe	BGR	LG
GRB, T: Take a creature from your graveyard into your hand. 1/2.						
Altar of Bone	SOR	R	●●	MBe	GW	IA
Sacrifice a creature search your library for a creature card.						
Angus Mackenzie	SL	R	●●	BWa	UGW	LG
UGW, T: Creatures deal no damage during combat. 2/2.						
Arcades Sabboth	SL	R	●●●	EBe	UUGGWW2	LG, CH
Flying. All your creatures gain +0/+2 when untapped. W: +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades. 7/7.						
Asmira, Holy Avenger	SL	R	●●●	RGu	GW2	MG
Flying. At the end of each turn, put a +1/+1 counter on Asmira for each creature put into your graveyard from play that turn. 2/3.						
Axelrod Gunnarson	SL	R	●●	SKi	BBRR4	LG, CH
Trample. When a creature is put in graveyard during a turn in which Axelrod damaged it, gain 1 life and do 1 damage to a player. 5/5.						
Ayesha Tanaka	SL	R	●●●	BWa	UUWW	LG, CH
Bands.T: Counter artifact effect unless its controller spends W. 2/2.						
Barktooth Warbeard	SL	U	●●	ARu	BRR4	LG
6/5.						
Bartel Runeaxe	SL	R	●●●	ARu	BGR3	LG
Cannot be target of enchantments. Does not tap to attack. 6/5.						
Benthic Djinn	SC	R	●●●	ARe	BU2	MG
Islandwalk. During your upkeep, lose 2 life. 5/3.						
Boris Devilboon	SC	R	●●	JMy	BR3	LG
BR2, T: Put a 1/1 red and black minor demon token into play. 2/2.						
Cadaverous Bloom	EN	R	●●●●	ARa	BG3	MG
Choose a card in your hand and remove it from the game: Add BB or GG to your mana pool.						
Centaur Archer	SC	U	●●	MBe	GR1	IA
T: Deal 1 damage to target flying creature. 3/2.						
Chromatic Armor	EC	R	●●●	MPo	UW1	IA
Put a counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a counter on Chromatic Armor and change the color that it protects against. X equals the number of counters on Chromatic Armor.						
Chromium	SL	R	●●	EBe	BBUUWW2	LG, CH
Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.						
Circle of Despair	EN	R	●●●	SFi	BW1	MG
1, Sacrifice a creature: Prevent all damage to any creature or player from any one source.						
Dakkon Blackblade	SL	R	●●●	RKF	BUUW2	LG, CH
* equals the number of lands you control. */*.						
Dark Heart of the Wood	EN	C	●●●	CRu	BG	DK
Sacrifice a forest to gain 3 life.						
Delirium	INS	U	●●●	TNi	BR3	MG
Play only on target opponent's turn. Tap target creature that player controls. That creature deals to the player damage equal to its power. The creature takes deals and takes no damage in combat.						
Diabolic Vision	SOR	U	●●●	AWa	BU	IA
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.						
Discordant Spirit	SC	R	●●●	ARa	BR2	MG
At end of target opponent's turn, put a +1/+1 counter on Discordant Spirit for each 1 damage dealt to you this turn. At the end of your turn, remove all these counters from Discordant Spirit. 2/2.						
Earthlink	EN	R	●	RKF	BGR3	IA
Pay 2 during upkeep or bury Earthlink. When a creature is put into the graveyard from play, that creature's controller must sacrifice a land.						
Elemental Augury	EN	R	●●●	AWa	BUR	IA
3: Look at the top three cards of any player's library and put them back in any order.						
Emberwilde Caliph	SC	R	●●	JLa	UR2	MG
Flying, Trample Emberwilde Caliph attacks each turn if able. For each damage Emberwilde Caliph successfully deals, lose 1 life. 4/4.						
Energy Arc	INS	U	●●	TNi	WU	AI
Untap any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.						
Essence Vortex	INS	U	●●	MOK	BU1	IA
Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.						
Fiery Justice	SOR	R	●●	MBe	GRW	IA
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.						
Fire Covenant	INS	U	●●●	DFr	BR1	IA
Fire Covenant deals X damage, divided among any number of target creatures, where X is equal to the amount of life you sacrifice.						
Flooded Woodlands	EN	R	●●●	KFo	BU2	IA
No green creature can attack unless its controller sacrifices a land when that creature attacks.						
Frenetic Efreet	SC	R	●●●	TGi	UR1	MG
Flying. 0: Flip a coin; if the flip ends up in your favor, Frenetic Efreet phases out. Otherwise, bury Frenetic Efreet. 2/1.						
Fumarole	SOR	U	●●	DTu	BR3	IA
Sacrifice 3 life to destroy a land and a creature.						
Gabriel Angelfire	SL	R	●●	DGe	GGWW3	LG, CH
During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.						
Ghostly Flame	EN	R	●●	RGa	BR	IA
Black and red permanents and spells are colorless sources of damage.						
Giant Trap Door Spider	SC	U	●●●	HHu	GR1	IA
GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.						
Glaciers	EN	R	●●●	MTe	UW2	IA
All mountains become plains.						
Gosta Dirk	SL	R	●●	RTh	UUWW3	LG
First strike. Creatures with islandwalk may be blocked. 4/4.						
Grim Feast	EN	R	●●	MKi	BG1	MG
Take 1 damage during upkeep. When a creature is put into opponent's graveyard from play, gain life equal to that creature's toughness.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Gwendlyn Di Corci	SL	R	●●●●	JBa	BBUR	LG
T: Target player randomly discards a card. Play as a sorcery. 3/5.						
Halfdane	SL	R	●●●	MBe	BUW1	LG
Halfdane is 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.						
Harbor Guardian	SC	U	●●●	SBe	UW2	MG
Harbor Guardian can block creatures with flying. If Harbor Guardian attacks, defending player may draw a card. 3/4.						
Haunting Apparition	SC	U	●●	Ch	BU1	MG
Flying. * is no. of green creatures in opponent's graveyard. 1+*/2.						
Hazerider Drake	SC	U	●●	ZSa	UW2	MG
Flying, protection from red. 2/3.						
Hazezon Tamar	SL	R	●●	RKF	GRW4	LG
On the upkeep after Hazezon enters play, put * tokens in play, where * is the number of lands you control. Treat tokens as 1/1 red, white, and green creatures. Remove all tokens if Hazezon leaves play. 2/4.						
Hunding Gjornersen	SL	U	●	RTh	UUW3	LG
Rampage: 1. 5/4.						
Hymn of Rebirth	SOR	U	●●●	RKF	GW3	IA
Take control of a creature from any graveyard.						
Jacques le Vert	SL	R	●●●	ARu	GRW1	LG
Make all your green creatures +0/+2. 3/2.						
Jasmine Boreal	SL	U	●●	RKF	GW3	LG
4/5.						
Jedit Ojanen	SL	U	●	MPo	UWW4	LG
5/5.						
Jerrard of the Closed Fist	SL	U	●●	ARu	GGR3	LG
6/5.						
Johan	SL	R	●●●	MTe	GRW3	LG, CH
If Johan is not tapped and doesn't attack, your creatures may attack without tapping. 5/4.						
Jungle Troll	SC	U	●●	JBo	GR1	MG
R: Regenerate. G: Regenerate. 2/1.						
Kaervek's Purge	SOR	U	●●	RKF	BRX	MG
Destroy target creature with casting cost equal to X. Kaervek's Purge deals to creature's controller damage equal to the creature's power.						
Kasimir the Lone Wolf	SL	U	●	RKF	UW4	LG
5/3.						
Kei Takahashi	SL	R	●●	SKi	GW2	LG, CH
T: Prevent up to 2 damage to target creature. 2/2.						
Kjeldoran Frostbeast	SC	U	●●	MPo	GW3	IA
Any creature blocking or blocked by Frostbeast is destroyed at end of combat. 2/4.						
Lady Caleria	SL	R	●●●	BWa	GGWW3	LG
T: Do 3 damage to target attacking or blocking creature. 3/6.						
Lady Evangela	SL	R	●●●	MPo	BUW	LG
BW, T: Target creature deals no damage this turn during combat. 1/2.						
Lady of the Mountain	SL	U	●	RKF	GR4	LG
5/5.						
Lady Orca	SL	U	●●	SEv	BR5	LG
7/4.						
Leering Gargoyle	SC	R	●●	DPo	UW1	MG
Flying. T: Gargoyle gets -2/+2 and loses flying until end of turn. 2/2.						
Lim-Dûl's Paladin	SC	U	●●●	CRu	RB2	AI
Trample. During upkeep, discard a card or bury Paladin and draw a card. Paladin gets +6/+3 if blocked. If Paladin is not blocked, it deals no damage to defender this turn and that player loses four life. 0/3.						
Lim-Dûl's Vault	INS	U	●●●●	RAl	UB	AI
Look at the top five cards of your library. As many times as you choose, you may pay one life to put those cards on the bottom and look at the top five. Shuffle all but the top five cards of your library; put those five on top of your library in any order.						
Livonya Silone	SL	R	●●●	RKF	GGRR2	LG
First strike, legendary landwalk. 4/4.						
Lord Magnus	SL	U	●●●	MTe	GWW3	LG
First strike. Creatures with plains or forestwalk may be blocked. 4/3.						
Lord of Tresserhorn	SC	R	●●●	AMa	RBU1	AI
When Lord comes into play, pay two life and sacrifice two creatures; and target opponent draws two cards. B: Regenerate. 10/4						
Malignant Growth	EN	R	●●●	SFi	UG3	MG
CU: 1. During upkeep, add a counter. During opponent's draw phase, he draws an additional card and takes 1 damage for each counter.						
Marhault Elsdragon	SL	U	●●	MPo	GRR3	LG, CH
Rampage: 1. 4/6.						
Marsh Goblins	SL	C	●●	QHo	BR	DK
Swampwalk. 1/1.						
Merieke Ri Berit	SL	R	●●●	HHu	BUW	IA
Merieke does not untap. T: Gain control of target creature. If Merieke leaves your control or becomes untapped, that creature is buried. 1/1.						
Misfortune	SOR	R	●●	RSp	GRB1	AI
Opponent chooses: Either you put a +1/+1 counter on each creature you control and gain 4 life or you put a -1/-1 counter on each creature that opponent controls and Misfortune deals 4 damage to him.						
Monsoon	EN	R	●●●●	Nth	GR2	IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.						
Mountain Titan	SC	R	●●	MBe	BR2	IA
RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.						
Nature's Blessing	EN	U	●●●	SEv	GW2	AI
WG: Choose and discard a card from your hand to have target creature permanently gain banding, first strike, trample or +1/+1.						
Nebuchadnezzar	SL	R	●●●●	RKF	BU3	LG, CH
Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards. Play as a sorcery. 3/3.						
Nicol Bolas	SL	R	●●●	EBe	BBUURR2	LG, CH
Flying. An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolas. 7/7.						
Palladia-Mors	SL	R	●●●	EBe	GGRRWW2	LG, CH
Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.						
Pavel Maliki	SL	U	●	ARu	BR4	LG
BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.						
Pheldagrif	SC	R	●●●	AWe	GUW1	AI
W: Flying. Opponent gains two life. U: Return Pheldagrif to owner's hand. Opponent may draw a card. G: Trample. Put a 1/1 green Hippo token into play under opponent's control. 4/4.						
Phyrexian Purge	SOR	R	●●●	RBl	BR2	MG
Pay 3 life per target: Destroy any number of target creatures.						
Princess Lucrezia	SL	U	●	SEv	BUU3	LG
T: Add U to your mana pool. 5/4.						
Prismatic Boon	INS	U	●●●	TGi	UWX	MG
X creatures gain protection from a single color until end of the turn.						
Purgatory	EN	R	●●●	MDi	BW2	MG
Whenever a creature is put into your graveyard from play, put it face up under Purgatory. During your upkeep, you may pay 4 mana and 2 life to put any card under Purgatory into play.						
Radiant Essence	SC	U	●●	JLa	GW1	MG
As long as target opponent controls any black permanents, Radiant Essence gets +1/+2. 2/3.						
Ragnar	SL	R	●●	MBe	BGW	LG
UGW, T: Regenerate target creature. 2/2.						
Ramirez DePietro	SL	U	●●●	PFo	BBU3	LG
First strike. 4/3.						
Ramses Overdark	SL	R	●●	RKF	BBUU2	LG
T: Destroy a target creature with an enchantment on it. 4/3.						
Rasputin Dreamweaver	SL	R	●●●	ARu	UW4	LG, CH
Put 7 counters on Rasputin. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool. Add a counter to Rasputin during your upkeep if he began your turn untapped (max. 7). 4/1.						
Reclamation	EN	R	●●●	DWi	GW2	IA
No black creature can attack unless its controller sacrifices land when that creature attacks.						
Reflect Damage	INS	R	●●●	RSp	RW3	MG
Redirect all damage dealt by any one source to that source's controller.						
Reparations	EN	R	●●●	DSh	UW1	MG
Whenever target opponent successfully casts a spell that targets you or a creature you control, you may draw a card.						
Riven Turnbull	SL	U	●●	RKF	BU5	LG
T: Add B to your mana pool (play as a mana source). 5/7.						
Rock Basilisk	SC	R	●●●	IMi	GR4	MG
Whenever Rock Basilisk blocks or is blocked by a non-wall creature, destroy that creature at end of combat. 4/5.						
Rohgahh of Kher Keep	SL	R	●	EBe	BBRR2	LG
All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahh and Kobolds tap and enter opponent's control. 5/5.						
Rubinia Soulsinger	SL	R	●●●	RAl	UGW2	LG
T: Gain control of a creature. You lose control when Rubinia leaves your control or is untapped. You may leave Rubinia tapped. 2/3.						
Savage Twister	SOR	U	●●●●	BEg	GRX	MG
Savage Twister deals X damage to each creature.						
Sawback Manticore	SC	R	●●●	MMc	GR3	MG
4: Flying. 1: Manticore deals 2 damage to target attacking or blocking creature. Use only once and only if Manticore is in combat. 2/4.						
Scarwood Goblins	SC	C	●	RSp	GR	DK
2/2.						
Sealed Fate	SOR	U	●●●	TNi	BUX	MG
Look at the top X cards of opponent's library. Remove one from the game and put the rest back on top of that player's library in any order.						
Shauku's Minion	SC	U	●●	GSi	BR1	MG
BR,T: Shauku's Minion deals 2 damage to target white creature. 2/2.						
Sir Shandlar of Eberyn	SL	U	●●	ARu	GW4	LG
4/7.						
Sivitri Scarzam	SL	U	●	NTh	BU5	LG, CH
6/4.						
Skeleton Ship	SL	R	●●●	Multi	BU3	IA
Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWe & TWa .						
Sol'kanar the Swamp King	SL	R	●●●●	RKF	BUR2	LG, CH
Swampwalk. You gain 1 life each time a black spell is cast. 5/5.						
Spatial Binding	EN	U	●	Dom	BU	MG
Pay 1 life: Target Cannot phase out until the start of your next upkeep.						
Spectral Shield	EC	U	●●●	MOK	UW1	IA
Target creature gains +0/+2 and cannot be the target of spells.						
Stangg	SL	R	●●●	MPo	GR4	LG, CH
Put Stangg Twin token in play. Token is a 3/4 green and red legend. If either one leaves play, the other is buried. 3/4.						
Storm Spirit	SL	R	●●●	PVe	UGW3	IA
Flying. T: Do 2 damage to target creature. 3/3.						
Stormbind	EN	R	●●●●	Multi	GR1	IA
2: Discard a card at random to do 2 damage to any target.						
Sunastian Falconer	SL	U	●●●	CRu	GR3	LG
T: Add 2 to your mana pool. 4/4.						
Surge of Strength	INS	U	●●	RTp	RG	AI
Discard a red or green card to have target creature gain trample and get +X/+0 until end of turn, where X is the creature's casting cost.						
Tetsuo Umezawa	SL	R	●●●	JBa	BUR	LG
BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.						
Tobias Andrion	SL	U	●	ARu	UW3	LG, CH
4/4.						
Tor Wauki	SL	U	●●●	RAF	BBR2	LG, CH
T: Do 2 damage to attacking or blocking creature. 3/3.						
Torsten Von Ursus	SL	U	●	MPo	GGW3	LG
5/5.						
Tuknir Deathlock	SL	R	●●●	LDa	GGRR	LG
Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2.						
Unfulfilled Desires	EN	R	●●●●	DAG	BU1	MG
1, Pay 1 life: Draw a card, then choose and discard a card.						
Ur-Drago	SL	R	●●	CRu	BBUU3	LG
First strike. Creatures with swampwalk may be blocked. 4/4.						
Vaevictis Asmadi	SL	R	●●●	ARu	BBRRGG2	LG, CH
Flying. B: +1/+0. R: +1/+0. G: +1/+0. Pay BGR during upkeep or bury Vaevictis Asmadi. 7/7.						
Vitalizing Cascade	INS	U	●●●	RGu	GWX	MG
Gain X+3 life.						
Wandering Mage	SC	R	●●●	PVe	WUB	AI
W: Pay one life to prevent up to 2 damage to any creature. U: Prevent one damage to any Cleric or Wizard. B: Put a -1/-1 counter on target creature you control to prevent up to 2 damage to any player. 0/3.						
Warping Wurm	SC	R	●●●	SFi	UG2	MG
Phasing. During your upkeep, pay UG2 or Warping Wurm phases out. When Warping Wurm phases in, put a +1/+1 counter on it. 1/1.						
Wellspring	EL	R	●●●	SVC	GW1	MG
Gain control of target land. At the end of each of your turns, lose control of land. At the beginning of your turn, gain control of the land.						
Windreaper Falcon	SC	U	●	TRo	RG1	MG
Flying, protection from blue. 1/1.						

Prevent up to 4 damage to a creature you control. Tap that creature. The creature does not untap during your next untap phase.
"The tusken of Aysen dwell not in the Abbey, but in the laboratory."
Tayser

SAMITE ALCHEMIST FYNDHORN BROWNIE

Samite Alchemist and Fyndhorn Brownie: The Samite Alchemist can pump out enough damage prevention to keep an Ouphe alive after a herd of Durkwood Boars play street hockey with it, but the benefactor of this healing is laid up during the next turn. With the Fyndhorn Brownie signed on as personal trainer, your healed creatures will be untapped and ready when the next turn rolls around.

Restricted in Type I only
Banned from Type II only
ARF Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LE Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Wings of Aesthir	EC	U	●●●	EBe	UW	IA
Give target creature flying, first strike, and +1/+0.						
Winter's Night	EW	R	●●	RAl	WRG	AI
When a SC land is tapped for mana, it gives one additional mana of the same type and doesn't untap during its controller's next untap.						
Xira Arien	SL	R	●●●	MBe	BRG	LG, CH
Flying. GRB, T: Make target player draw a card. 1/2.						
Zebra Unicorn	SC	U	●●	MOK	GW2	MG
For each 1 damage Zebra Unicorn deals, gain 1 life. 2/2.						

GREEN

Afiya Grove	EN	R	●●	SGr	G1	MG
Grove comes into play with three +1/+1 counters on it. During your upkeep, put a counter on a creature. If Grove has no counters, bury it.						
Aisling Leprechaun	SC	C	●	QHo	G	LG
All creatures blocking or blocked by Leprechaun become green. 1/1.						
An-Havva Constable	SC	U	●●	DFr	GG1	HL
* is the total number of green creatures in play. 2/1+*						
An-Havva Inn	SOR	U	●●●	BSn	GG1	HL
Gain 1+X life where X is the number of green creatures in play.						
Bounty of the Hunt	INS	U	●	JMe	GG3	AI
You may remove a green card in your hand from the game instead of paying Bounty of the Hunt's casting cost. Put three +1/+1 counters on any number of target creatures. Remove counters at end of turn.						
Brown Ouphe	SC	C	●●	DGe	G	IA
G1, T: Counter an artifact ability that requires an activation cost. 1/1.						
Brushwagg	SC	R	●●●	IMi	GG1	MG
If Brushwagg blocks or is blocked, it gets -2/+2 until end of turn. 3/2.						
Camouflage	INS	U	●●	JMy	G	A,B,U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.						
Canopy Dragon	SC	R	●●●	ARa	GG4	MG
Trample. G1: Flying and loses trample until end of turn. 4/4.						
Carapace	EC	C	●●	AMa	G	HL
+0/+2. Sacrifice Carapace to regenerate the creature it enchants.						
Carnivorous Plant	SC	C	●●	QHo	G3	DK,4th
Counts as a wall. 4/5.						
Cat Warriors	SC	C	●●●	MBe	GG1	LG, CH
Forestwalk. 2/2.						
• **Channel**	SOR	U	●●●●	RTh	GG	A,B,U,R,4th
Add 1 colorless mana to your pool for each life point you sacrifice.						
Chub Toad	SC	C	●●	DGe	G2	IA
Gains +2/+2 until end of turn when blocked or blocking. 1/1.						
Citanul Druid	SC	U	●●	JMe	G1	AQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.						
Cockatrice	SC	R	●●●	DFr	GG3	A,B,U,R,4th
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed at end of combat. 2/4.						
Cocoon	EC	U	●●	MTe	G	LG, CH
Put 3 counters on target creature you control and tap it. Creature does not untap normally while counters remain. Remove a counter during upkeep. When last one is removed, creature gets +1/+1 and flying.						
Early Harvest	INS	R	●●	JJo	GG1	MG
Target player untaps all basic lands he or she controls.						
Earthlore	EL	C	●●	DTu	G	IA
0: Tap land to give a blocking creature +1/+2 until end of turn.						
Elder Druid	SC	R	●●●	RKF	G3	IA
G3, T: Tap or untap one creature, land, or artifact. 2/2.						
Elven Fortress	EN	C	●●	Multi	G	FE
G1: Give target blocker +0/+1 until end of turn.						
Elven Riders	SC	U	●●	MBe	GG3	LG,4th
Cannot be blocked except by walls and flying creatures. 3/3.						
Elves of Deep Shadow	SC	U	●●●	JMy	G	DK
T: Add B to mana pool and lose 1 life. 1/1.						
Elvish Archers	SC	R	●●●	AMa	G1	A,B,U,R,4th
First strike. Misprint: Alpha listed power/toughness as 1/2. 2/1.						
Elvish Bard	SC	U	●●●	SVC	GG3	AI
All creatures able to block Bard must do so. 2/4.						
Elvish Farmer	SC	R	●●●	RKF	G1	FE
Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.						
Elvish Hunter	SC	C	●●●	Multi	G1	FE
G1, T: Target creature does not untap as normal. 1/1.						
Elvish Ranger	SC	C	●●●	TNi	G2	AI
4/1.						
Elvish Scout	SC	C	●●	Multi	G	FE
G, T: Untap a target attacking creature you control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe. 1/1.						
Elvish Spirit Guide	SC	U	●●●●	JBa	G2	AI
If Elvish Spirit Guide is in your hand, you may remove it from the game to add G to mana pool. 2/2.						
Emerald Dragonfly	SC	C	●●	QHo	G1	LG, CH
Flying. GG: First strike until end of turn. 1/1.						

When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game.
Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

3, T: Take the top two cards from target player's library and put them in target player's graveyard.
More than one mage was driven insane by the sound of the Millstone relentlessly grinding away.

Forbidden Crypt
Enchantment
For each card you would draw, instead choose target card in your graveyard and put it into your hand. If you cannot, you lose the game.
Whenever a card is put into your graveyard, remove that card from the game.

BAZAAR OF WONDERS MILLSTONE FORBIDDEN CRYPT

Bazaar of Wonders, Millstone and Forbidden Crypt: Wanna get the most out of your Bazaar of Wonders? After casting the Bazaar, fill your graveyard with cards using Millstone, then transfer over to the Forbidden Crypt. By drawing cards out of your graveyard, you negate any drawbacks the Bazaar might have on your deck. Whenever you cast a spell it leaves the game, so if you have another copy of the spell you'll be able to cast that one as well, and once you've got the Crypt out, frustrate your opponent by milling *his* library!

Arboria	EW	U	●●	DGe	GG2	LG
If a player doesn't cast a spell or put a card in play on his turn, creatures may not attack that player until after his next turn.						
Argothian Pixies	SC	C	●●●	AWe	G1	AQ, CH
Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.						
Argothian Treefolk	SC	C	●●	AWe	GG3	AQ
Any damage Treefolk takes from an artifact is reduced to 0. 3/5.						
Armor of Thorns	EC	C	●●●	ARa	G1	MG
You may play Armor as an instant; if you do, bury it at end of turn. Play only on a non-black creature. Enchanted creature gets +2/+2.						
Aspect of Wolf	EC	R	●●●	JMe	G1	A,B,U,R,4th
Target gets +X/+X, where X is half the number of forests you control.						
Aurochs	SC	C	●●	KMe	G3	IA
Trample. Gains +1/+0 for each other Aurochs that attacks. 2/3.						
Autumn Willow	SL	R	●●●●●	MOK	GG4	HL
Cannot be the target of spells or effects. G: Target player may target Autumn Willow with spells or effects till the end of turn. 4/4.						
Avoid Fate	INT	C	●	PFo	G	LG
Counter target interrupt or EN targeting a permanent you control.						
Balduvian Bears	SC	C	●●●	QHo	G1	IA
2/2.						
Barbary Apes	SC	C	●●●	BWa	G1	LG
2/2.						
Barbed Foliage	EN	U	●●	MPo	GG2	MG
When a creature attacks you, it loses flanking. When a creature without flying attacks you, Barbed Foliage deals 1 damage to it.						
• **Berserk**	INS	U	●●●●●	DFr	G	A,B,U
Double target creature's power and give it trampling ability until end of turn. If it attacks, destroy target creature at end of turn.						
Birds of Paradise	SC	R	●●●●	MPo	G	A,B,U,R,4th
Flying. T: Add one mana of any color to your mana pool. 0/1.						
Blizzard	EN	R	●	AMa	GG	IA
CU: 2. Flying creatures do not untap.						
Concordant Crossroads	EW	R	●●	AWe	G	LG, CH
All creatures are unaffected by summoning sickness.						
Crash of Rhinos	SC	C	●●●	SWh	GG6	MG
Trample. 8/4.						
Craw Giant	SC	U	●●●	CRu	GGGG3	LG, CH
Trample. Rampage: 2. 6/4.						
Craw Wurm	SC	C	●●	DGe	GG4	A,B,U,R,4th
6/4.						
Crumble	INS	C	●●●	JMy	G	AQ,R,4th
Bury target artifact. Controller gains life equal to the casting cost.						
Cycle of Life	EN	R	●●	Ch	GG1	MG
Return Cycle of Life to owner's hand: Target creature you summoned this turn is 0/1 until the beginning of your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.						
Cyclone	EN	R	●●	MTe	GG2	AN, CH
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if mana is not paid.						
Daughter of Autumn	SC	R	●●	MOK	GG2	HL
W: Redirect 1 damage from white creature to Daughter. 2/4.						
Deadfall	EN	U	●	NTh	G2	LG
Creatures with forestwalk may be blocked.						
Deadly Insects	SC	U	●●●	SKi	G4	AI
Cannot be the target of spells or effects. 6/1.						
Decomposition	EC	U	●●	DTu	G1	MG
Play on a black creature. Creature gains "CU: 1 life." If enchanted creature is put into the graveyard, its controller loses 2 life.						
Desert Twister	SOR	U	●●●	SVC	GG4	AN,R,4th
Destroy target permanent.						
Dire Wolves	SC	C	●●●	RSp	G2	IA
Gains banding if you control any plains. 2/2.						
Drop of Honey	EN	R	●●●	AMa	G	AN
Destroy lowest-powered creature during your upkeep Drop of Honey is destroyed when there are no more creatures.						
Durkwood Boars	SC	C	●●	MKi	G4	LG,4th
4/4.						
Erhnam Djinn	SC	U	●●●●●	KMe	G3	AN, CH
Give forestwalk to an opponent's creature until next upkeep. 4/5.						
Essence Filter	SOR	C	●●●●	REm	GG1	IA
Destroy all enchantments or destroy all enchantments that aren't white.						
Eureka	SOR	R	●●	KFo	GG2	LG
Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. If a spell has an X in its casting cost, X is 0.						
Faerie Noble	SC	R	●●●	SVC	G2	HL
Flying. All faeries gain +0/+1. T: All faeries gain +1/+0 till the end of turn. 2/2.						
Fallow Earth	SOR	U	●●●	JJo	G2	MG
Put target land on top of owner's library.						
Fanatical Fever	INS	U	●●●	JBa	GG2	IA
Give a creature +3/+0 and trample until end of turn.						
• **Fastbond**	EN	R	●●●	MPo	G	A,B,U,R
There is no limit to the number of lands you may play in a turn. Does 1 damage to you for each land beyond the first you play in one turn.						
Feral Thallid	SC	U	●●	RAl	GGG3	FE
Add a counter during upkeep. Remove 3 counters: Regenerates. 6/3.						
Femeref Archers	SC	U	●●●	WDo	G2	MG
T: Do 4 damage to target attacking creature with flying. 2/2.						
Fire Sprites	SC	C	●●	JBa	G1	LG
Flying. G, T: Add R to your mana pool. 1/1.						
Floral Spuzzem	SC	U	●●	RAl	G3	LG
If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.						
Fog	INS	C	●●	Multi	G	A,B,U,R,4th,MG
Creatures do not damage one another in combat. Artists: JMy, HMc						
Folk of An-Havva	SC	C	●●	JBa	G	HL
If assigned as a blocker, Folk get +2/+0 until end of turn. 1/1.						
Folk of the Pines	SC	C	●●	Multi	G4	IA
G1: +1/+0 until end of turn. 2/5. Artists: Nth & CBu.						
Foratog	SC	U	●●●	MPo	G2	MG
G, Sacrifice a forest: +2/+2 until end of turn. 1/2.						

Forbidden Lore EL R ●●● CRu G2 IA
O: Tap land to give target creature +2/+1 until end of turn.
Force of Nature SC R ●●●● DSh GGGG2 A,B,U,R,4th
Trample. Pay GGGG during upkeep or Force does 8 damage to you. 8/8.
Forgotten Lore SOR U ●●● HMc G IA
Opponent chooses a card in your graveyard. You may pay G to have opponent choose a different card. Take the last card chosen.
Foxfire INS C ● MOK G2 IA
Untap attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.
Freyalise Supplicant SC U ●● Multi G1 IA
T: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1.Artists: LDa & DSh.

Gift of the Woods EC C ●●● SVC G AI
If enchanted creature blocks or is blocked by any creatures, it gets +0/+3 until end of turn and you gain one life.
Glyph of Reincarnation INS C ● SVC G LG
Bury all creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.
Gorilla Berserkers SC C ●●● JMa GG3 AI
Trample, rampage: 2. Cannot be blocked by 1 or 2 creatures. 2/3.
Gorilla Chieftain SC C ●●● QHo GG2 AI
1G: Regenerate. Two versions. 3/3.
Gorilla Pack SC C ● AWa G2 IA
Foresthome. 3/3.

During your upkeep, you must choose one of opponent's non-wall creatures in play. Until your next upkeep, that creature gains the forestwalk ability. If opponent has no creatures, ignore this effect.
ERHNAM DJINN

FORATOG

Erhnam Djinn and Foratog: Ernie and the Foratog can play a nasty trick on your opponent. Simply give forestwalk to something worth attacking with, but that the Djinn could still walk all over. When your opponent tries to make an unblockable attack with that creature, sacrifice your forests to the Foratog. No forest, no forestwalk—the attacker becomes discount Djinn chow.

Freyalise's Charm EN U ●● MOK GG IA
GG: Draw a card when any opponent successfully casts a black spell.
GG: Return Freyalise's Charm to your hand.
Freyalise's Winds EN R ● MTe GG2 IA
Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.
Fungal Bloom EN R ●●● DGe GG FE
GG Put a spore counter on target Fungus.
Fungusaur SC R ●●● DGe G3 A,B,U,R,4th
Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.
Fyndhorn Brownie SC C ●● RTh G2 IA
G2, T: Untap a creature. 1/1.
Fyndhorn Druid SC C ●● RAl G2 AI
If Druid is put into graveyeard after it blocks, gain four life. 2/2.
Fyndhorn Elder SC U ●●● CRu G2 IA
T: Add GG to your mana pool. 1/1.
Fyndhorn Elves SC C ●●●● JHa G IA
T: Add G to your mana pool. 1/1.
Fyndhorn Pollen EN R ●● PFo G2 IA
CU: 1. All creatures get -1/-0. G1: Creatures get -1/-1 'til end of turn.
Gaea's Avenger SC R ●● PVe GG1 AQ
*=number of artifacts opponent has in play. *+1/*+1.
Gaea's Liege SC R ●●● DWi GGG3 A,B,U,R,4th
T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. ˇ is the number of forests you control; when attacking, * is the number of forests defender controls. */*.
Gaea's Touch EN C ●●● MPo GG DK
You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool .
Gargantuan Gorilla SC R ●●● GSi GGG4 AI
During your upkeep, sacrifice a forest, or bury Gorilla and take seven damage. If you sacrifice a SC forest, Gorilla gains trample until end of turn. T: Gorilla deals damage equal to its power to any other target creature. Creature deals damage equal to its power to Gorilla. 7/7.
Ghazban Ogre SC C ●● JMy G AN, CH
During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.
Giant Badger SC R ●●● LDa GG1 PR
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.
Giant Growth INS C ●●●● SEv G A,B,U,R,4TH,IA
Target creature gets +3/+3 until end of turn.
Giant Mantis SC C ●●● RGa G3 MG
Giant Mantis can block creatures with flying. 2/4.
Giant Spider SC C ●●● SEv G3 A,B,U,R,4th
Giant Spider can block creatures with flying. 2/4.
Giant Turtle SC C ● JMe GG1 LG
Giant Turtle may not attack if it did so during your last turn. 2/4.
Gibbering Hyenas SC C ●● UFr G2 MG
Gibbering Hyenas cannot block black creatures. 3/2.

Granger Guildmage SC C ●●● DFr G MG
W,T; Target creature gains first strike. R,T: Granger Guildmage does 1 damage to target creature or player and 1 damage to you. 1/1.
Grizzly Bears SC C ●●● JMe G1 A,B,U,R,4th
2/2.
Hail Storm INS U ●● JMe GG1 AI
Hail Storm deals two damage to each attacking creature and one damage to you and each creature you control.
Hall of Gemstone EW R ●●●● DCh GG1 MG
During each player's upkeep, that player chooses a color. Until end of turn, each mana-producing land produces mana of the chosen color instead of its normal color.
Hidden Path EN R ●●● RAl GGGG2 DK
All green creatures gain forestwalk.
Hornet Cobra SC C ● SEv GG1 LG
First strike. 2/1.
Hot Springs EL R ●● NLe G1 IA
O: Tap land Hot Springs enchants to prevent 1 damage to any target.
Hungry Mist SC C ●●● HHu GG2 HL
During your upkeep, pay GG or bury Hungry Mist. Two versions. 6/2.
Hurricane SOR U ●●●● DWi GX A,B,U,R,4TH,IA
Do X damage to all players and flying creatures.
Ice Storm SOR U ●●● DFr G2 A,B,U
Destroy any one land.
Ichneumon Druid SC U ● MBe GG1 LG
Do 4 damage to any player casting an instant, except for the first one cast by that player that turn. 1/1.
Ifh-Biff Efreet SC R ●●●● JMy GG2 AN
Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.
Instill Energy EC U ●● DWi G A,B,U,R,4th
You may untap creature one extra time during your turn; target may attack when it comes into play.
Ironroot Treefolk SC C ●● JMy G4 A,B,U,R,4th
3/5.
Johtull Wurm SC U ●●● DGe G5 IA
Johtull Wurm gets -2/-1 for each extra creature blocking it. 6/6.
Jolrael's Centaur SC C ●●●● JTo GG1 MG
Flanking. Cannot be the target of spells or effects. 2/2.
Joven's Ferrets SC C ●●● AWe G HL
If attack they get +0/+2. At end of combat, tap all creatures blocking Ferrets. They don't untap as normal next untap phase. 1/1.
Jungle Patrol SC R ●●● MPo G3 MG
1G,T: Put a Wood token into play. Treat as a 0/1 green creature that counts as a wall. Sacrifice a token: Add R to your mana pool. 3/2.
Jungle Wurm SC C ●●● TKy GG3 MG
Jungle Wurm gets -1/-1 for each extra creature blocking it. 5/5.
Juniper Order Druid SC C ●●● JMe G2 IA
T: Untap a land of your choice. 1/1.
Karoo Meerkat SC U ●●● JJo G1 MG
Protection from blue. 2/1.

Kaysa SL R ●●● RGu GG3 AI
All green creatures you control get +1/+1. 2/3.
Killer Bees SC U ●●● PFo GG1 LG,4th
Flying. G: Give Bees +1/+1 until end of turn. 0/1.
Kudzu EL R ● MPo GG1 A,B,U,R
When target land is tapped, it's destroyed.The player who just lost a land to Kudzu must place it on any other land in play.
Land Leeches SC C ●● QHo GG1 DK,4th
First strike. 2/2.
Leaping Lizard SC C ●● AWe GG1 HL
1G: Flying and -0/-1 until the end of turn. 2/3
Ley Druid SC U ●●● SEv G2 A,B,U,R,4th
T: Untap a land of your choice. 1/1.
Lhurgoyf SC R ●●●● PVe GG2 IA
* equals the total number of creatures in all graveyards. */*+1.
Lifeforce EN U ●●● DWi GG A,B,U,R,4th
GG: Counter a black spell as it is being cast .
Lifelace INT R ●● AWe G A,B,U,R,4th
Changes the color of one card in play to green.
Living Artifact EA R ●●● AMa G A,B,U,R,4th
Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.
Living Lands EN R ●●● JMy G3 A,B,U,R,4th
Treat all forests in play as 1/1 creatures that can be tapped for G.
Living Plane EW R ●●● BWa GG LG
All lands are are now also 1/1 creatures.
Llanowar Elves SC C ●●●● AMa G A,B,U,R,4th
T: Add G to your mana pool. 1/1.
Locust Swarm SC U ●●● WDo G3 MG
Flying. G: Regenerate. G: Untap Locust Swarm. Use this ability only once each turn. 1/1.
Lure EC U ●●● AMa GG1 A,B,U,R,4TH,IA
All creatures that can block target creature must do so.
Lure of Prey INS R ●●● ARo GG2 MG
Play only if an opponent cast a summon spell this turn. Put a green summon card from your hand into play as though it were just played.
Lurker SC R ●●● AMa G2 DK
Cannot be target of spells unless it attacked or blocked this turn. 2/3.
Maddening Wind EC U ●● DWi G2 IA
CU: G. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.
Mammoth Harness EC R ● MBe G3 HL
Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.
Maro SC R ●●● SGr GG2 MG
* is equal to the number of cards in your hand. */*.
Marsh Viper SC C ●● RSp G3 DK,4th
Opponent takes 2 poison counters when damaged by Viper. 1/2.
Master of the Hunt SC R ●●● JMe GG2 LG
GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.
Metamorphosis SOR C ● CRu G AN, CH
Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summon spells.
Mindbender Spores SC R ●● IMi G2 MG
Flying. Whenever Spores blocks a creature, put 4 counters on the creature. During controller's untap, remove a counter from the creature. As long as creature has any counters, it does not untap as normal. 0/1.
Moss Monster SC C ●● JMy GG2 LG
3/6.
Mtenda Lion SC C ●●● SGr G MG
If Mtenda Lion attacks, defending player may pay U to have it deal no combat damage this turn. 2/1.
Nafs Asp SC C ●● CRu G AN,4th
If Nafs Asp damages opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1
Natural Balance SOR R ●●●● JMI GG2 MG
Each player with 6 or more lands sacrifices enough lands to reduce his total to five. Each player with 4 or fewer lands may search his library for enough basic land to bring his total to five and put them into play.
Natural Selection INS R ● MPo G A,B,U
Look at top 3 cards of any library. You may then shuffle that library.
Nature's Chosen EC U ●●● RGu G AI
Play on one of your creatures. O: Untap creature. Use only during your turn and only once per turn. O: Tap creature to untap a permanent. Use only if enchanted creature is white and only once each turn.
Nature's Lore SOR U ●●● REm G1 IA
Search your library for one forest and put it in play.
Nature's Wrath EN R ●●●● LDa GG4 AI
During your upkeep, pay G or bury Nature's Wrath. Whenever a player puts a Swamp or black permanent into play, he sacrifices a Swamp or black permanent. Whenever a player puts an Island or a blue permanent into play, he sacrifices an Island or a blue permanent.
Nettletooth Djinn SC U ●●● JJo G3 MG
During your upkeep, Nettletooth Djinn deals 1 damage to you. 4/4
Niall Silvain SC R ●● CRu GGG DK
GGGG, T: Regenerate target creature. 2/2.
Night Soil EN C ●●● Multi GG FE
1. Take two creatures in any groveyard and remove them from the game to put a Saproling token, a 1/1 green creature, in play.

● Restricted
Banned

! Restricted in type 2 only
Banned from type 1.1 only

AC Artifact Creature
ART Artifact
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Pale Bears	SC	R	●●●	AWa	G2	IA
Islandwalk. 2/2.						
People of the Woods	SC	U	●●	DTu	GG	DK
=number of forests you control. 1/.						
Pixie Queen	SC	R	●●	QHo	GG2	LG
GGG, T: Give target creature flying until end of turn. 1/1.						
Powerleech	EN	U	●●●	CRu	GG	AQ
Gain 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid.						
Pradesh Gypsies	SC	C	●●	QHo	G2	LG,4th
G1, T: Give target creature -2/-0 until end of turn. 1/1.						
Preferred Selection	EN	R	●●●	KWa	GG2	MG
At the beginning of your draw phase, look at the top two cards of your library and choose one. Put that card on the bottom of your library, or sacrifice Preferred Selection and pay 2GG to draw the card.						
Primal Order	EN	R	●●●●	RAl	GG2	HL
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he controls.						
Pygmy Allosaurus	SC	R	●●●	AMa	G2	IA
Swampwalk. 2/2.						
Pyknite	SC	C	●●	EBe	G2	IA
Draw a card at start of the turn after Pyknite comes into play. 1/1.						

Spore Cloud
Tap all blocking creatures. No creatures deal damage in combat this turn. Neither attacking nor blocking creatures untap as normal during their controllers' next untap phase.

Eternal Warrior
Attacking does not cause target creature to tap.
Warriors of the Tsunami-ate School spend years in training to master the way of effortless effort.

SPORE CLOUD ETERNAL WARRIOR

Spore Cloud and Eternal Warrior: Spore Cloud and no-tap attackers go together like Jaya Ballard and a Zippo. If you launch a big attack and your opponent blocks with most of her minions, drop the Spore Cloud and her defenses will be tapped during your next turn. Your attackers will be free to waltz right over. Of course, not everyone uses Serras, so slap Eternal Warrior on your favorite creature.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Quirion Elves	SC	C	●●●●	RGa	G1	MG
When you play Quirion Elves, choose a color. T: Add one mana of the chosen color to your mana pool. T: Add G to your mana pool. 1/1.						
Rabid Wombat	SC	U	●●●	KFo	GG2	LG, CH
+2/+2 for each enchantment on it. Does't tap when attacking. 0/1.						
Radjan Spirit	SC	U	●●●	CRu	G3	LG,4th
T: Target creature loses flying ability until turn ends. 3/2.						
Rampant Growth	SOR	C	●●●	PMo	G1	MG
Search your library for a basic land card and put it into play, tapped.						
• **Rebirth**	SOR	R	●●	MTe	GGG3	LG,4th
Each player may be healed to 20 life. Any player so choosing antes an additional card from top of his library. Remove if not playing for ante.						
Regeneration	EC	C	●●	Multi	G1	A,B,U,R,4TH,IA,MG
G: Target creature regenerates. Artists: QHo, CGi (Mirage).						
• **Regrowth**	SOR	U	●●●●●	DWi	G1	A,B,U,R
Bring a card from your graveyard into your hand.						
Reincarnation	INS	U	●●●	EBe	GG1	LG
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of its owner.						
Renewal	SOR	C	●	KFo	G2	HL
Sacrifice a land to search your libarary and put a basic land into play. Draw a card at beginning of the next turn's upkeep.						
Revelation	EW	R	●●	KFo	G	LG, CH
Play with all cards in hand face up.						
Rime Dryad	SC	C	●●	HHu	G	IA
Snow-covered forestwalk. 1/2.						
Ritual of Subdual	EN	R	●●	JHa	GG4	IA
CU: 2. All mana-producing lands now produce colorless mana.						
Roots	EC	U	●●	NLe	G3	HL
Tap target creature without flying. That creature does not untap during its controller's untap phase.						
Roots of Life	EN	U	●●●	TRo	GG1	MG
Choose islands or swamps. Whenever a land of the chosen type that target opponent controls becomes tapped, gain 1 life.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Root Spider	SC	U	●	MKi	G3	HL
If assigned as a blocker, Spider gains first strike and +1/+0. 2/2.						
Rust	INT	C	●	LDa	G	LG
Counter target artifact effect that requires an activation cost.						
Rysorian Badger	SC	R	●●	HHu	G2	HL
If Badger is not blocked, you may have it deal no damage this turn. Instead, remove from the game no more than two creatures from opponent's graveyard. Gain one life for each creature removed. 2/2.						
Sabertooth Cobra	SC	C	●●	ARo	G2	MG
A player damaged by Sabertooth Cobra gets a poison counter. During that player's next upkeep, he gets another poison counter unless he pays 2 before then to prevent this effect. 2/2.						
Sandstorm	INS	C	●●	Multi	G	AN,4th,MG
Do one damage to all attacking creatures. Artists: BSn, MKi (Mirage).						
Savaen Elves	SC	C	●	RSp	G	DK
GG, T: Destroy target enchant land. 1/1.						
Scaled Wurm	SC	C	●●	DGe	G7	IA
7/6.						
Scarwood Bandits	SC	R	●●●	MPo	GG2	DK
Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying two. You lose control of artifact if Bandits leave play. 2/2.						
Scarwood Hag	SC	U	●●●	AMa	G1	DK
GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.						
Scavenger Folk	SC	C	●●●	DDe	G	DK, CH
G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.						
Scryb Sprites	SC	C	●●	AWe	G	A,B,U,R,4th
Flying. 1/1.						
Seedling Charm	INS	C	●●●	SGr	G	MG
Return target creature enchantment to owner's hand; or regenerate a green creature; or target creature gains trample until end of turn.						
Seeds of Innocence	SOR	R	●●●	JTo	GG1	MG
Bury all artifacts. Each artifact's controller gains an amount of life equal to that artifact's casting cost.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Serene Heart	INS	C	●●	DAG	G1	MG
Destroy all local enchantments.						
Shambling Strider	SC	C	●●●	DSh	GG4	IA
GR: +1/-1 until end of turn. 5/5.						
Shanodin Dryads	SC	C	●●	AMa	G	A,B,U,R,4th
Forestwalk. 1/1.						
Shelkin Brownie	SC	C	●	DSh	G1	LG
T: Remove banding ability from target creature until end of turn. 1/1.						
Shrink	INS	C	●●	LDa	G	HL
Target creature gets -5/-0 until the end of turn. Two versions.						
Singing Tree	SC	R	●●●	RAl	G3	AN
T: Reduce attacking creature's power to 0 until end of turn. 0/3.						
Snowblind	EC	R	●	DSh	G3	IA
Target creature gets -*/-*. * is the number of SC lands the defender controls when creature attacks. Otherwise, * equals number of SC lands creature's controller owns.						
Spectral Bears	SC	U	●●●	PMo	G1	HL
If Bears is declared as an attacker and defending player controls no black cards, Bears do not untap as normal next untap phase. 3/3.						
Spitting Slug	SC	U	●●	AMa	GG1	DK
G1: First strike until end of turn. If this ability is not used, every creature in combat with Slug gains first strike until end of turn. 2/4.						
Splintering Wind	EN	C	●●●	RSp	GG2	AI
2G: Do one damage to target creature. Put a Splinter token into play. Treat as a 1/1 flying green creature and CU: G. If this token leaves play, it deals one damage to you and to each creature you control.						
Spore Cloud	INS	C	●●●	Multi	GG1	FE
Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: JMy, SVC, AWe.						
Spore Flower	SC	U	●●	MOK	GG	FE
Put a counter on Flower during upkeep. Remove three counters from Flower to prevent creatures from dealing damage in combat. 0/1.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Stalking Tiger	SC	C	●●	TNi	G3	MG
Stalking Tiger cannot be blocked by more than one creature. 3/3.						
Stampede	INS	R	●●●	JMe	GG1	IA
All attacking creatures get trample and +1/+0 until end of turn.						
Storm Seeker	INS	U	●●●●	MPo	G3	LG, CH
Do 1 point of damage to opponent for every card he has in hand.						
Stream of Life	SOR	C	●●●	MPo	GX	A,B,U,R,4th
Target player gains X life.						
Stunted Growth	SOR	R	●●●	Nth	GG3	IA
Target player must put three cards from his hand on top of his library.						
Subdue	INS	C	●●	BSn	G	LG
Target deals 0 damage. It gets +0/+X, where X is its casting cost.						
Superior Numbers	SOR	U	●●	GDa	GG	MG
Deal to target creature 1 damage for each creature you control in excess of the number of creatures target opponent controls.						
Sylvan Library	EN	R	●●●●	HMc	G1	LG,4th
You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.						
Sylvan Paradise	INS	U	●	RAF	G	LG
Change the color of one or more creatures to green until end of turn.						
Tarpan	SC	C	●●	MOK	G	IA
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.						
Taste of Paradise	SOR	C	●●●	LSn	G3	AI
Gain 3 life. Gain 3 life for each G1 you pay over the casting cost.						
Thallid	SC	C	●●●	Multi	G	FE
Put a counter on Thallid during upkeep. Remove 3 counters to put a Saproling token, which is a 1/1 green creature, in play. 1/1.						
Thallid Devourer	SC	U	●●	RSp	GG1	FE
Put a counter on Thallid Devourer during upkeep. Remove 3 counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling: +1/+2 until end of turn. 2/2.						
Thelonite Druid	SC	U	●●●	MOK	G2	FE
G1, T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.						
Thelonite Monk	SC	R	●●●	BWa	GG2	FE
T: Sacrifice a green creature to turn a land into a basic forest. 1/2.						
Thelon's Chant	EN	U	●●	MBe	GG1	FE
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.						
Thelon's Curse	EN	R	●●	PVe	GG	FE
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, to untap one and only one creature						
Thermokarst	SOR	U	●●●	KMe	GG1	IA
Destroy target land. You gain one life if that land is snow-covered.						
Thicket Basilisk	SC	U	●●●	DFr	GG3	A,B,U,R,4th
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.						
Thorn Thallid	SC	C	●●●	Multi	GG1	FE
During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. 2/2.						
Thoughtleech	EN	U	●●●	MTe	GG	IA
Gain 1 life whenever target opponent taps an island.						
Timber Wolves	SC	R	●●●	MBe	G	A,B,U,R,4th
Bands. 1/1.						
Tinder Wall	SC	C	●●●●	REm	G	IA
Sacrifice: Add RR. R, Sacrifice: Do 2 damage to creature it blocks. 0/3.						
Titania's Song	EN	U	●●●	KKa	G3	AQ,R,4th
Every non-creature artifact loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Artifacts revert to normal just before the next turn's untap phase.						
Tornado	EN	R	●	SVC	G4	AI
CU: G. G2: Pay three life for each counter on Tornado. Destroy target permanent and put a counter on Tornado. Use only once each turn.						
Touch of Vitae	INS	U	●●	LWi	G2	IA
Target is unaffected by summoning sickness and may untap an extra time. Draw a card at the beginning of the next turn's upkeep.						
Tracker	SC	R	●●●	JMe	GG1	DK
GG, T: Do damage in power to target creature. Target creature does damage equal to its power to Tracker. 2/2.						
Trailblazer	INS	R	●●●	JBa	GG2	IA
Target creature may not be blocked this turn.						
Tranquil Domain	INS	C	●●●●	DAG	G1	MG
Destroy all global enchantments						
Tranquility	SOR	C	●●●●	DSh	G2	A,B,U,R,4th
Destroy all enchantments in play.						
Tropical Storm	SOR	U		RKF	GX	MG
Do X damage to all flying creatures and 1 damage to all blue creatures.						
Tsunami	SOR	U	●●●	RTh	G3	A,B,U,R,4th
Destroy all islands in play.						
Typhoon	SOR	R	●●	AMa	G2	LG
Do 1 damage to opponent for each island he controls.						
Uktabi Faerie	SC	C	●●●	JTo	G1	MG
Flying. 3G, Sacrifice Uktabi Faerie: Destroy target artifact. 1/1.						
Uktabi Wildcats	SC	R	●●●	JMa	G4	MG
* is number of forests you have. G, Sacrifice forest: Regenerate. */*.						
Undergrowth	INS	C	●●	PMo	G	AI
No creatures deal damage in combat this turn. If you pay R2 in addition to casting cost, Undergrowth doesn't affect red creatures.						
Unseen Walker	SC	U		ARa	G1	MG
Forestwalk. GG1: Target creature gains forestwalk 'til end of turn. 1/1.						
Untamed Wilds	SOR	U	●●●	NTh	G2	LG,4th
Search your library for one basic land and put it in play.						
Unyaro Bee Sting	SOR	U	●●	PMo	G3	MG
Unyaro Bee Sting deals 2 damage to target creature or player.						

Venom EC C ●●● TWa GG1 DK,4th
All non-wall creatures in combat with target are destroyed after combat.
Venomous Breath INS U ●●● LWi G3 IA
All creatures in combat with target are destroyed after combat.
Verduran Enchantress SC R ●● KBr GG1 A,B,U,R,4th
Draw a card each time you cast an enchantment. 0/2.
Village Elder SC C ●● DGi G MG
G,T: Sacrifice a forest: Regenerate target creature. 1/1.
Waiting in the Weeds SOR R ●●● SVC GG1 MG
Each player puts a Cat token into play under his control for each untapped forest he controls. Treat these as 1/1 green creatures.
Woolly Spider SC C ●●● DGe GG1 IA
Does not fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.
Worldly Tutor INS U ●●● DOC G MG
Search your library for a creature card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.
Wormwood Treefolk SC R ●●● JMy GG3 DK
BB: Forestwalk until end of turn and you take 2 damage GG: Swampwalk until end of turn and you take two damage. 4/4.
Wyluli Wolf SC C ●● SVC G1 AN
T: Give a creature +1/+1 until end of turn. 1/1.

All creatures able to block Elvish Bard do so. If this forces a creature to block more attackers than allowed, defending player assigns that creature to block as many of those attackers as allowed.

All non-wall creatures target creature blocks or is blocked by are destroyed at the end of combat.
"I had seen it was just a fresh wound, a nice scratch, but she went and blotted at him, poor Teddy was dead and gone"
Maureen O'Donagh, Members of a Soldier

ELVISH BARD — VENOM

Elvish Bard and Venom: When the Elvish Bard attacks, your opponent will usually laugh, because even though his minions will flock to her like groupies, at 2/4 the Bard won't be able to take down many blockers before being overwhelmed. But if you give her a nasty disposition with Venom, the groupies will bite the dust and your opponent will be singing a different tune.

Wall of Brambles SC U ●● AMa G2 A,B,U,R,4th
G: Regenerates. 2/3.
Wall of Ice SC U ●● RTh G2 A,B,U,R,4th
0/7.
Wall of Pine Needles SC U ●● BSn G3 IA
G: Regenerate. 3/3.
Wall of Roots SC C ●●● JMa G1 MG
Put a -0/-1 counter on Wall of Roots: Add G to your mana pool. Use this ability only once each turn.0/5.
Wall of Wood SC C ● MTe G A,B,U,R,4th
0/3.
Wanderlust EC U ●● CBr G2 A,B,U,R,4th
Do 1 damage to controller of target creature during upkeep.
War Mammoth SC C ●●● JMe G3 A,B,U,R,4th
Trample. 3/3.
Web EC R ●●● RAl G A,B,U,R,4th
Target creature gains +0/+2 and may block flying creatures.
Whippoorwill SC U ●●● DSh G DK
GG, T: Target may not regenerate or be to target of damage-preventing effects. If target goes to graveyard, remove it from the game. 1/1.
Whirling Dervish SC U ●●● SVC GG LG,4th
Protection from black. Gains +1/+1 if it damages opponent. 1/1.
Whip Vine SC C ●● LWi G2 AI
Can block flying creatures. You may choose not to untap Vine during untap phase. T: Tap target flying creature blocked by Whip. Creature does not untap as normal as long as Vine remains tapped. 1/4.
Whiteout INS U ●●● Nth G1 IA
All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to hand.
Wiitigo SC R ●● MBe GGG3 IA
Put six +1/+1 counters on Wiitigo. During your upkeep, put a +1/+1 counter on Wiitigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Wiitigo. 0/0.
Wild Elephant SC C ●●● JTo G3 MG
Trample. 3/3.
Wild Growth EL C ●● MRa G A,B,U,R,4th,IA
Target land provides an extra G when tapped for mana.
Willow Faerie SC C ●● SVC G1 HL
Flying. 1/2.
Willow Priestess SC R ●●● SVC GG2 HL
T: Take Faerie from your hand and put it directly into play. G2: Target green creature gains protection from black until the end of turn. 2/2.
Willow Satyr SC R ●● JMe GG2 LG
T: Gain control of target legend. Lose control of this legend if Satyr untaps or leaves your control. You may leave Satyr tapped. 1/1.
Winter Blast SOR U ●●● KFo GX LG,4th
Tap X target creatures. Do 2 damage to each target flying creature .
Wolverine Pack SC C ●● JMe GG2 LG
Rampage: 2. 2/4.
Wood Elemental SC R ● BSn G3 LG
Sacrifice * untapped forests when casting Wood Elemental. */*.
Woolly Mammoths SC C ●● DFr GG1 IA
Gains trample if you control any snow-covered lands. 3/2.
Yavimaya Ancients SC C ●● QHo GG3 AI
G: +1/2 until end of turn. Two versions. 2/7.
Yavimaya Ants SC U ●●●● PMo GG2 AI
Trample CU: GG. Unaffected by Summoning Sickness. 5/1.
Yavimaya Gants SC U ●●● DFr GZ IA
Flying. G: Regenerate. 0/1

RED

Active Volcano LEG C ● BSn R LE,SI
Destroy a blue permanent or return an island to owner's hand.
Atomic Berserker SC U ●● MRa RRR1 LG
Rampage: 3 2/4.
Agent of Stromgald SC C ●● ARa R AI
R: Add B to your mana pool. 1/1.
Agility EE C ●●● DFo R1 MG
Enchanted creature gets +1/+1 and gains flanking.
Aggression EE C ●●● PFo R2 IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.
Aladdin SC R ●●● JMa RR2 AN, CH
RR1: Steal an artifact. 1/1.
Aleatory INS U ●● KWa R1 MG
Flip a coin; If the flip ends up in your favor, target gets +1/+1 until end of turn. Draw a card at the beginning of the next turn's upkeep.
Ali Baba SC U ●● JMa R AN,4th
R: Tap a wall. 1/1.
Aliban's Tower INS C ●● JMe R1 HL
Target defending creature gains +3/+1 till end of turn. Two versions.
Ali from Cairo SC R ●●●●● MPo RR2 AN
You cannot be reduced below one life due to damage. 0/1.
Ambush INS C ●● ARa R3 HL
All blocking creatures get first strike.
Ambush Party SC C ●● PoR R4 HL
First strike. May attack the turn it comes into play on your side. 3/1.
An-Zerrin Ruins EN R ●● DDe RR2 HL
A creature type of your choice does not untap during untap phase.
Anaba Ancestor SC R ●● AMa R1 HL
T: Target Minotaur gets +1/+1 till end of turn.
Anaba Bodyguard SC C ●● AMa R3 HL
First strike. 2/3.
Anaba Shaman SC C ●●● AMa R3 HL
R, T: Do 1 damage to target creature or player. 2/2.
Anaba Spirit Crafter SC R ●● AMa RR2 HL
All minotaurs are +2/+0. 1/3.
Anarchy SOR U ●●●● PFo RR2 IA
Destroy all white permanents.
Armorer Guildmage SC C ●● MMc R MG
B,T: Target creature gets +1/+0. G,T: Target gets +0/+1. 1/1.
Artifact Blast INT C ● MPo R AQ
Counter any artifact as it is being cast.
Atog SC C ●●● JMy R1 AQ,R
O: +2/+2; sacrifice one of your artifacts in play. 1/2.
Avalanche SOR U ● BSn RR2X IA
Destroy X snow-covered lands.
Backdraft INS U ●● BSn R1 LG
Do half the damage (round down) done by one sorcery to its caster.
Balduvian Barbarians SC C ●● MPo RR1 IA
3/2
Balduvian Horde SC R ●●●● BSn RR2 AI
When Horde enters play, randomly discard a card or bury Horde. 5/5.
Balduvian Hydra SC R ●● MBe RRX IA
Put X +1/+0 counters on Hydra when it comes into play. O: Remove a +1/+0 counter to prevent 1 damage to Hydra. RRR: Put a +1/+0 counter on Hydra during your upkeep. 0/1.
Balduvian War-Makers SC C ●● MKi R4 AI
Rampage: 1. War-Makers is unaffected by summoning sickness. 3/3.
Ball Lightning SC R ●●● QHo RRR DK,4th
Trample. Ball Lightning is unaffected by summoning sickness. Bury Ball Lightning at end of turn in which it comes into play. 6/1.
Barbarian Guides SC C ●● RTh R2 IA
R2, T: Give target creature a SC landwalk ability of your choice until end of turn. Return creature to its owner's hand at end of turn. 1/2.
Barreling Attack INS R ●●● IMi RR2 MG
Target creature gains trample until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it.
Battle Frenzy INS C ●●● BSn R2 IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.
Beasts of Bogardan SC U ●●● DGe R4 LG, CH
Protection from red. Gets +1/+1 if opponent controls white cards. 3/3
Bestial Fury EC C ●●● MRa R2 AI
Draw a card at the beginning of the upkeep of the turn after Bestial Fury comes into play. If enchanted creature attacks and is blocked, it gains trample and gets +4/+0 until end of turn.
Bird Maiden SC C ●● KFo R2 AN,4th
Flying. 1/2.
Blazing Effigy SC C ●● SVC R1 LG
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. If it was killed by another Effigy, it also does damage equal to the damage done to that Effigy. 0/3.
Blind Fury INS U ●● JCo RR2 MG
All creatures lose trample until end of turn. Double all combat damage assigned to creatures this turn.
Blistering Barrier SC C ●● DHo R2 MG
Counts as a wall. 5/2.
Blood Lust INS C ●●● AMa R1 LG,4th
Target creature gets +4/-4. Its toughness does not go below 1.
Blood Moon EN R ●●●● TWa R2 DK, CH
Treat all non-basic lands as basic mountains.
Bone Shaman SC C ●● AMa RR2 IA
B: Creatures damaged by Bone Shaman this turn can't regenerate. 3/3.
Brand of Ill Omen EC R ●● RAl R3 IA
CU: R. Target creature's controller may not cast summon spells.
Brassclaw Orcs SC C ●● Multi R2 FE
Cannot be assigned to block creatures of power greater than 1. 3/2.
Brothers of Fire SC C ●● MTe RR1 DK,4th
RR1: Do one damage to any target and one damage to you. 2/2.
Brute, The EC C ●● MPo R1 LG,4th
Target creature gains +1/+0. RRR: Regenerates.
Builder's Bane SOR C ●●● CGi RXX MG
Destroy X target artifacts. For each artifact put into the graveyard in this way, Builder's Bane deals 1 damage to that artifact's controller.
Burnout INT U ●●● MRa R1 AI
Counter target blue spell. Draw a card at start of next turn's upkeep.
Burning Palm Efreet SC U ●● DPo RR2 MG
RR1: Do 2 damage to a flying creature; it loses flying for this turn. 2/2
Burning Shield Askari SC C ●●●● DFr R2 MG
Flanking. RR: First strike until end of turn. 2/2.
Burrowing EC C ●● MPo R A,B,U,R,4th
Target creature gains mountainwalk.
Cave People SC U ●● DTu RR1 DK,4th
People get +1/-2 until end of turn when they are attacking. RR1, T: Give target creature mountainwalk until end of turn. 1/4.
Caverns of Despair EN R ●● HMc RR2 LG
No player may attack or block with more than two creatures each turn.
Chain Lightning SOR C ●●●● SEv R LG
Do 3 damage to any target. The target or target's controller may pay RR for Chain Lightning to do 3 damage to a target of his choosing.
Chandler SL C ●● DSh R4 HL
RRR, T: Destroy target artifact creature. 3/3.
Chaos Charm INS C ●●● SLu R MG
Target creature is unaffected by summoning sickness this turn; or Chaos Charm deals 1 damage to a creature; or destroy target wall.
Chaos Harlequin SC R ●● ARa RR2 AI
R: Remove top card of your library from game. If its a land, Harlequin gets -4/-0 until end of turn; otherwise, Harlequin gets +2/+0. 2/4.
Chaoslace INT R ● DWi R A,B,U,R,4th
Changes the color of a card being played or in play to red.
Chaos Lord SC R ●● BSn RRR4 IA
First strike. Chaos Lord is unaffected by summoning sickness, but not the first time it comes into play. If the number of permanents in play is even during your upkeep, opponent gains control of Chaos Lord. 7/7.

* Restricted
† Banned
1 Restricted in type 1 only
2 Banned from type II only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LE Legendary Land
MS Mana Source
SC Summon Creature
SI Summon Legend
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Chaos Moon	EN	R	••	DTu	R3	IA
If the number of permanents during an upkeep is odd, all red creatures gain +1/+1 and all mountains produce an additional R. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.						
Chaosphere	EW	R	•••	SLu	R2	MG
Creatures with flying cannot block creatures without flying. Creatures without flying can block creatures with flying.						
Cinder Cloud	INS	U	•••	Joc	RR3	MG
Destroy target creature. If the creature is white, Cinder Cloud deals to that creature's controller damage equal to the creature's power.						
Conquer	EL	U	•••	RGa	RR3	IA
Take control of target land.						
Consuming Ferocity	EC	U	••	SKi	R1	MG
Play on a non-Wall creature. Creature gets +1/+0. During your upkeep, put a +1/+0 counter on creature. At the end of any upkeep, if that creature has three of these counters on it, bury the creature and it deals to its controller an amount of damage equal to its power.						
Crevasse	EN	U	•	RAl	R2	LG
Creatures with mountainwalk may be blocked.						
Crimson Hellkite	SC	R	•••	GGr	RRR6	MG
Flying. X,T: Do X damage to target creature. Spend R only. 6/6.						
Crimson Kobolds	SC	C	•	AMa	0	LG
Crimson Kobolds are red creatures. 0/1.						
Crimson Manticore	SC	R	••	DGe	RR2	LG,4th
Flying. R, T: Do 1 damage to an attacking or blocking creature. 2/2.						
Crimson Roc	SC	U	••	INi	R4	MG
Flying. If Roc blocks a non-flying creature, it gets +1/+0 and first strike until end of turn. 2/2.						
Crookshank Kobolds	SC	C	•	CRu	0	LG
Crookshank Kobolds are red creatures. 0/1.						
Curse of Marit Lage	EN	R	•••	AWe	RR3	IA
Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.						
Death Spark	INS	U	••	MTe	R	AI
Do 1 damage to any target. At end of upkeep, if Spark is in your graveyard with a creature directly above it, you may pay 1 to pick up Spark.						
Desert Nomads	SC	C	••	CRu	R2	AN
Desertwalk. Immune to damage from Deserts. 2/2.						
Detonate	SOR	U	•••	RAF	RX	AQ,4th
Destroy target artifact and do X damage to its controller. X is the casting cost of the artifact.						
Disharmony	INS	R	••	BWa	R2	LG
Untap target attacking creature and gain control of it until end of turn.						
Disintegrate	SOR	C	••••	AMa	RX	A,B,U,R,4th
Do X damage to target. If target dies this turn, remove it from game.						
Dragon Whelp	SC	U	•••	AWe	RR2	A,B,U,R,4th
Flying. R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.						
Dwarven Armorer	SC	R	••	BWa	R	FE
R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.						
Dwarven Armory	EN	R	•••	RTh	RR2	IA
2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.						
Dwarven Catapult	INS	U	••	JMe	RX	FE
Do X damage, divided evenly among all of opponent's creatures.						
Dwarven Demolition Team	SC	U	••	KBr	R2	A,B,U
T: Destroy a wall. 1/1.						
Dwarven Lieutenant	SC	U	••	JMe	RR	FE
R1: Give target Dwarf +1/+0 until end of turn. 1/2.						
Dwarven Miner	SC	U	•••	Joc	R1	MG
2R,T: Destroy target nonbasic land. 1/2.						
Dwarven Nomad	SC	C	•••	MKi	R2	MG
T: Target creature with power 2 or less is unblockable this turn. 1/1.						
Dwarven Pony	SC	R	•	MOK	R	HL
R, T: Target Dwarf gets mountainwalk until the end of turn. 1/1.						
Dwarven Sea Clan	SC	U	••	AWe	R2	HL
T: At the end of combat, Do 2 damage to target attacking or blocking creature. Only use if creature's controller controls any islands.						
Dwarven Soldier	SC	C	••	DSh	R1	FE
If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAj, RAF, OSH. 2/1.						
Dwarven Song	INS	U	•	DFr	R	LG
Change color of any number of target creatures to red until end of turn.						
Dwarven Trader	SC	C	•	MOK	R	HL
1/1.						
Dwarven Warriors	SC	C	•••	DSh	R2	A,B,U,R,4th
T: A creature of power no greater than 2 becomes unblockable. 1/1.						
Dwarven Weaponsmith	SC	U	••	MPo	R1	AQ,R
T, Sacrifice an artifact: Add a +1/+1 counter to target creature. 1/1.						
Earthbind	EC	C	••	QHo	R	A,B,U,R
Do 2 damage to and remove flying ability from target flying creature.						
Earth Elemental	SC	U	••	DFr	RR3	A,B,U,R,4th
4/5.						
Earthquake	SOR	R	••••	DFr	RX	A,B,U,R,4th
Do X damage to all players and non-flying creatures in play.						
Ekundu Cyclops	SC	C	•••	RBl	R3	MG
If any creature you control attacks, Cyclops also attacks if able. 3/4.						
Emberwilde Djinn	SC	R	•••	MDr	RR2	MG
Flying. During each player's upkeep, he or she may pay RR or 2 life to gain control of Emberwilde Djinn. 5/4.						
Ensnared Scout	SC	C	••	RGu	R2	AI
2: Mountainwalk until end of turn. Two versions. 2/2.						
Eron the Relentless	SL	U	••••	CRu	RR3	HL
RRR: Regenerates. Can attack turn it comes into play on your side. 5/2.						
Errantry	EC	C	•••	LWi	R1	IA
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.						

DISEMPOWER
Put target artifact or enchantment on top of owner's library.
"Mangara is gone. Who among you doubts that I have taken his power?"
— Kaervek

Disempower: Unlike its close relative Disenchant, Disempower doesn't actually destroy the target, which gives it an interesting variety of uses. You can pull your own toys away from destruction at the hands of your opponent. You can make a Winter Orb or Stasis take a brief vacation, giving you the untap you sorely need. Either way, the only person being disempowered is your opponent.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Eternal Flame	SOR	R	•	MPo	RR1	DK
Do X damage to target opponen, where X is the number of mountains you control. Lose half that amount of life, rounding up.						
Eternal Warrior	EC	C	••••	AMa	R	LG,4th
Target creature does not tap to attack.						
Evaporate	SOR	U	••	ARa	R2	HL
Deal 1 damage to each blue and white creature.						
• **Falling Star**	SOR	R	•	DSh	R2	LG
From a height of at least a foot, flip Falling Star onto playing area. Any creature Star touches takes 3 damage and taps if it survives.						
False Orders	INS	C	•••	AMa	R	A,B,U
Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.						
Feint	INS	C	•	BSn	R	LG
Tap all creatures blocking target creature. Target deals no damage.						
Final Fortune	INS	R	•••	DAG	RR	MG
Take another turn. You lose the game at the end of that turn.						
Fireball	SOR	C	••••	MTe	RX	A,B,U,R,4th
Do X damage, divided evenly among any number of targets (round down). Pay one for each target beyond the first.						
Firebreathing	EC	C	•••	Multi	R	A,B,U,R,4th,MG
R: +1/+0. Artists: DFr, MKe (Mirage).						
Fire Drake	SC	U	••	CRu	RR1	DK, CH
Flying. R: +1/+0. Only one R can be used in this manner. 1/2.						
Fire Elemental	SC	U	••	MBe	RR3	A,B,U,R,4th
5/4.						
Firestorm Phoenix	SC	R	•••	JMe	RR4	LG
Flying. Return Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.						
Fissure	INS	C	•••	DSh	RR3	DK,4th
Bury target land or creature.						
Flame Elemental	SC	U	••	RKF	RR2	MG
R,T, Sacrifice; Do damage = Elemental's power to a creature. 3/2.						
Flame Spirit	SC	U	••	JHa	R4	IA
R: +1/+0 until end of turn. 2/3.						
Flare	INS	C	••	Multi	R2	IA,MG
Flare does one damage to any target. Draw a card at the beginning of the next turn. Artists: DTu, GSi (Mirage).						
Flashfires	SOR	U	•••	DWi	R3	A,B,U,R,4th
Destroy all plains in play.						
• **Fork**	INT	R	•••••	AWe	RR	A,B,U,R
Duplicate a sorcery or instant just cast. You choose the new target.						
Frost Giant	SC	U	••	DGe	RRR3	LG
Rampage: 2. 4/4.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Game of Chaos	SOR	R	••	DTu	RRR	IA
Choose target player and flip a coin. If you win, you gain 1 life and opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.						
Giant Strength	EC	C	•••	JHa	RR	LG,4th
Make target creature +2/+2.						
Glacial Crevasses	EN	R	••	MRa	R2	IA
0: Sacrifice a snow-covered mountain to have creatures deal no damage in combat this turn.						
Glyph of Destruction	INS	C	•	SVC	R	LG
Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.						
Goblin Artisans	SC	U	•	JBa	R	AQ, CH
T: Use only when you cast an artifact. Flip a coin. If opponent wins, your artifact is countered. Otherwise, draw a card. 1/1.						
Goblin Balloon Brigade	SC	U	•••	ARu	R	A,B,U,R,4th
R: Gains flying until end of turn. 1/1.						
Goblin Caves	EL	C	••	DTu	RR1	DK
If target land is a basic mountain, all Goblins gain +0/+2.						
Goblin Chirurgeon	SC	C	•	Multi	R	FE
Sacrifice a Goblin to regenerate a creature. Artists: PFa, DFr, DGe. 0/2.						
Goblin Digging Team	SC	C	•	RSp	R	DK
T: Sacrifice Digging Team to destroy target wall. 1/1.						
Goblin Elite Infantry	SC	C	••	RBl	R1	MG
If Infantry blocks or is blocked, it gets -1/-1 until end of turn. 2/2.						
Goblin Flotilla	SC	R	•••	TWa	R2	FE
Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.						
Goblin Grenade	SOR	C	•••	Multi	R	FE
Sacrifice a Goblin to deal 5 damage to a target. Artists: DFr, CRu, RSp						
Goblin Hero	SC	C	••	MTe	R2	DK
2/2.						
Goblin King	SC	R	••	JMy	RR1	A,B,U,R,4th
All Goblins gain mountainwalk and +1/+1. 2/2.						
Goblin Kites	EN	U	••	AMa	R1	FE
R: Give your target creature toughness no greater than two flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.						
Goblin Mutant	SC	U	•••	DGe	RR2	IA
Trample. Can't attack if opponent has an untapped creature of power greater than 2.Can't block creatures of power greater than 2. 5/3.						
Goblin Rock Sled	SC	C	•	DDe	R1	DK,4th
Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked last turn. 3/1.						
Goblin Sappers	SC	C	••	JMe	R1	IA
RR, T: Target creature you control is unblockable. That creature and Sappers are destroyed after combat. RRRR, T: Target creature you control is unblockable. That creature is destroyed after combat. 1/1.						
Goblin Scouts	SOR	U	•••	GDa	RR3	MG
Put three tokens in play. Treat as 1/1 red goblins with mountainwalk.						
Goblin Shrine	EL	C	••	RSp	RR1	DK, CH
If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.						
Goblin Ski Patrol	SC	C	•	MPo	R1	IA
R1: Goins flying and +2/+0. Use only once and only if you control snow-covered mountains. Bury Ski Patrol at end of turn. 1/1.						
Goblin Soothsayer	SC	U	•••	RBl	R	MG
R, T. Sacrifice Goblin: All red creatures get +1/+1 til end of turn. 1/1.						
Goblins of the Flarg	SC	C	•••	TWa	R	DK, CH
Mountainwalk. Bury Goblins if you control any Dwarves. 1/1.						
Goblin Snowman	SC	U	••	DGe	R3	IA
Snowman neither takes nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.						
Goblin Tinkerer	SC	C	•••	HKi	R1	MG
R,T: Destroy target artifact. That artifact deals an amount of damage equal to its casting cost to Goblin Tinkerer. 1/2.						
Goblin War Drums	EN	C	•••	Multi	R2	FE
Each attacking creature you control may not be blocked with fewer than two creatures. Artists: DFr, HHu, RKF, JMe.						
Goblin Warrens	EN	R	•••	DFr	R2	FE
R2: Sacrifice 2 Goblins to put 3 1/1 red Goblin tokens into play.						
Goblin Wizard	SC	U	••	DGe	RR2	DK
T: Put a Goblin from your hand directly into play.R: Give target Goblin protection from white until end of turn 1/1.						
Gorilla Shaman	SC	U	••••	AWa	R	AI
XX1: Destroy target non-creature artifact with casting cost of X. 1/1.						
Gorilla War Cry	INS	C	•	BWa	R1	AI
Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen. Two versions.						
Granite Gargoyle	SC	R	•••	CRu	R2	A,B,U,R
Flying. R: +0/+1. 2/2.						
Gravity Sphere	EW	R	•••	BSn	R2	LG
All creatures lose flying ability.						
Gray Ogre	SC	C	•	DFr	R2	A,B,U,R,4th
2/2.						
Grizzled Wolverine	SC	C	••	CBr	RR1	IA
R: +2/+0. Use only when Wolverine is blocked and only once. 2/2.						
Guerrilla Tactics	INS	C	•••	RAF	R1	AI
Do 2 damage to any target. If a spell or effect controlled by an opponent causes you to discard Tactics, it deals 4 damage to any target.						
Hammer of Bogardan	SOR	R	••••	RSp	RR1	MG
Do 3 damage to any target. RRR2: Return Hammer of Bogardan from your graveyard to your hand. Use only during your upkeep.						

Heart Wolf SC R ●● MOK R3 HL
First strike. T: Target dwarf gets first strike and +2/+0. If dwarf leaves play this turn, bury Heart Wolf. Use only at beginning of combat. 2/2.
Hill Giant SC C ●● DFr R3 A,B,U,R,4th
3/3.
Hivis of the Scale SL R ●●● ARo RR3 MG
You may choose not to untap Hivis. T: Gain control of a Dragon. If Hivis becomes untapped or he leaves your control, lose control of Dragon. 3/4.
Hurloon Minotaur SC C ●● AMa RR1 A,B,U,R,4th
2/3.
Hurr Jackal SC R ●● DTu R AN,4th
T: Prevent creature from regenerating this turn. 1/1.
Hyperion Blacksmith SC U ●● DFr RR1 LG
T: Tap or untap target artifact opponent controls. 2/2.
Illicit Auction SOR R ●●● SKi RR3 MG
Choose target creature. Each player may bid life for control of that creature. You begin the bidding with a high bid of 0. Proceeding in turn order, each player may top the high bid. The auction ends when the high bid stands. The high bidder loses an amount of life equal to the high bid and gains control of the creature.
Immolation EC C ●●● SKi R LG,4th
Make target creature +2/-2.
Imposing Visage EC C ●● PFo R IA
Target creature cannot be blocked by less than 2 creatures.
Incinerate INS C ●●●●● Multi R1 IA,MG
Do three damage to any target. Creature may not regenerate.
Inferno INS R ●●● RAF RR5 DK,4th
Do 6 damage to all players and all creatures.
Ironclaw Curse EC R ●● DDe R HL
Target gets -0/-1 and cannot be assigned to block a creature whose power equals or exceeds its toughness.
Ironclaw Orcs SC C ●●● AMa R1 A,B,U,4th
May only block creatures of power equaling 1 or less. 2/2.

Lightning Reflexes EC C ●●● TKy R1 MG
You may choose to play Reflexes as an instant; if you do, bury it at end of turn. Enchanted creature gets +1/+0 and gains first strike.
Magnetic Mountain EN R ●● SVC RR1 AN,R,4th
To untap a blue creature, controller must spend four during upkeep.
Manabarbs EN R ●●● CRu R3 A,B,U,R,4th
Do one damage to controller whenever he draws mana from any land.
Mana Clash SOR R ● MTe R DK,4th
Choose a player. You both flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads.
Mana Flare EN R ●●● CRu R2 A,B,U,R,4th
Each land produces an extra mana of its normal type.
Márton Stromgald SL R ●●● MPo RR2 IA
If Márton attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Márton blocks, all other blockers gain +*/+* until end of turn. 1/1.
Melee INS U ●● DWi R4 IA
Cast on your turn during combat, before defense is chosen. Choose how your attackers are blocked. After declaring blockers, untap any unblocked attackers. Treat those creatures as if they had not attacked.
Melting EN U ●● RGa R3 IA
All snow-covered lands turn into non-snow-covered lands of same type.
Meteor Shower SOR C ●●● REm RXX IA
Do X+1 damage divided among any number of targets.
Mijae Djinn SC R ●●● SVC RRR AN,R
If Djinn attacks, flip a coin. If opponent wins, Djinn taps but does not attack. 6/3.
Mons's Goblin Raiders SC C ● JMe R A,B,U,R,4th
1/1.
Mountain Goat SC C ●●● CBr R IA
Mountainwalk. 1/1.
Mountain Yeti SC C ●●● DFr RR2 LG, CH
Mountainwalk, protection from white. 3/3.

2 ●●
Witch Hunter
*: Witch Hunter does 1 damage to target player.
●●, ▷: Return target creature opponent controls from play to owner's hand. Enchantments on target creature are destroyed.

Witch Hunter and Rogue Skycaptain: It's hard to beat the Rogue Skycaptain for a quick red flier of decent size, but his fees build up quickly. When you're sick of being gouged by this mercenary, give him the pink slip and let him look for employment with your opponent. When he does, shoot him down with the Witch Hunter and re-hire him at minimum wage next turn.

WITCH HUNTER ROGUE SKYCAPTAIN

Jokulhaups SOR R ●●●● RTh RR4 IA
Bury all artifacts, creatures, and lands.
Joven SL C ●● DSh RR3 HL
RRR, T: Destroy target non-creature artifact. 3/3.
Kaervek's Torch SOR C ●●●● JCo RX MG
Interrupts that target Kaervek's Torch each cost an additional 2 to play. Kaervek's Torch deals X damage to target creature or player.
Karplusan Giant SC U ●● DGe R6 IA
0: Tap a snow-covered land you control to give Giant +1/+1. 3/3.
Karplusan Yeti SC R ●●● QHo RR3 IA
T: Yeti and target do their power in damage to each other. 3/3.
Keldon Warlord SC U ●● KBr RR2 A,B,U,R,4th
* is the number of non-wall creatures in play on your side. */*.
Kird Ape SC C ●●●●● KMe R AN,R
Gains +1/+2 if you have at least one forest in play. 1/1.
Kobold Drill Sergeant SC U ● JBa R1 LG
Give all your Kobolds +0/+1 and trample. 1/2.
Kobold Overlord SC R ● JBa R1 LG
First strike. Give all your Kobolds first strike. 1/2.
Kobolds of Kher Keep SC C ● JBa 0 LG
0/1.
Kobold Taskmaster SC U ● RAF R1 LG
Give all your Kobolds +1/+0. 1/2.
Land's Edge EW R ●●● BSn RR1 LG, CH
Any player may discard a card from hand at any time and do two damage to a player of his choice if the card discarded is a land.
Lava Burst SOR C ●●●● TWa RX IA
Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.
Lightning Bolt INS C ●●●●● CRu R A,B,U,R,4th
Do 3 damage to one target.

Mudslide EN R ●● BSn R2 IA
Non-flying creatures do not untap unless their controller pays 2 for each creature he wishes to untap.
Nalathni Dragon SC R ●● MWe RR2 PR
Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1.
Omen of Fire INS R ●●● PVe RR3 AI
Return all islands to their owners' hands. Each player sacrifices a plains or a white permanent for each white permanent he controls.
Orc General SC U ● JMy R2 DK
T: Sacrifice Orc or Goblin to give all Orcs +1/+1 til end of turn. 2/2.
Orcish Artillery SC U ●●● AMa RR1 A,B,U,R,4th
T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.
Orcish Cannoneers SC U ●●● DFr RR1 IA
T: Does 2 damage to any target and 3 damage to you. 1/3.
Orcish Captain SC U ●● MTe R FE
1: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2. 1/1.
Orcish Conscripts SC C ● DSh R IA
Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.
Orcish Farmer SC C ●●● DFr RR1 IA
T: Turn target land into a swamp until its controller's next untap. 2/2.
Orcish Healer SC U ●● QHo RR IA
RR, T: Target creature may not regenerate. RBB, T: Regenerate a black or green creature. RGG, T: Regenerate a black or green creature. 1/1.
Orcish Librarian SC R ●●● PFo R1 IA
R, T: Take the top eight cards of your library and randomly remove 4 from the game. Put the rest in any order on top of your library. 1/1.

Orcish Lumberjack SC C ●●●● DFr R IA
T: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.
Orcish Mechanics SC C ●● PVe R2 AQ
T, Sacrifice an artifact: Do 2 points of damage to any target. 1/1.
Orcish Mine EL U ●● KFo RR1 HL
Put three counters on Mine. Remove one counter when target land is tapped and during upkeep. Destroy land when last counter is removed. Orish Mine deals 2 damage to land's controller.
Orcish Oriflamme EN U ●●● DFr R3 A,B,U,R,4th
All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.
Orcish Spy SC C ●●● Multi R FE
T: Look at the top 3 cards in target player's library. 1/1.
Orcish Squatters SC R ●●● RKF R4 IA
If Squatters is not blocked, you may have it do no damage and gain control of a land controlled by the defending player. 2/3.
Orcish Veteran SC C ●●● Multi R2 FE
Cannot block white creatures of power greater than 1. R: First strike until end of turn. Artists: MBe, DFr, QHo, DSh. 2/2.
Orgg SC R ●●●● DGe RR3 FE
Trample. Can't attack if opponent has an untapped creature of power greater than 2.Can't block creatures of power greater than 2. 6/6.
Panic INS C ●● MKi R IA
Target may not block. Draw a card at the beginning of the next turn.
Pillage SOR U ●●●● RKF RR1 AI
Bury target artifact or land.
Power Surge EN R ●● DSh RR A,B,U,R,4th
Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each land that had been untapped.
Primitive Justice SOR U ●●● AWa R1 AI
Destroy target artifact. Destroy a target artifact for each 1R you pay in addition to the casting cost. Destroy a target artifact and gain one life for each G1 you pay in addition to the casting cost.
Primordial Ooze SC U ●● SEv R LG, CH
Must attack if possible. Add a +1/+1 counter at end of upkeep. Pay 1 per counter or Ooze deals 1 damage to you per counter and taps. 1/1.
Pyric Salamander SC C ●● TRo R1 MG
R: +1/+0 until end of turn. Bury Salamander at end of turn. 1/1.
Pyroblast INT C ●●●● KFo R IA
Counter target blue spell or destroy target blue permanent.
Pyroclasm SOR U ●●●● PMo R1 IA
Do 2 damage to each creature.
Pyrokinesis INS U ●●● RSp RR4 AI
You may remove a red card in hand from game instead of paying the casting cost. Do 4 damage divied among any number of creatures.
Pyrotechnics SOR U ●●● AMa R4 LG,4th
Do 4 damage divided any way among any number of targets.
Quarum Trench Gnomes SC R ●●● DFr R3 LG
T: Target plains produce 1 instead of W until end of game. 1/1.
Raging Bull SC C ● RAF R2 LG
2/2.
Raging River EN R ●●● SEv RR A,B,U
When attacking, divide opponent's ground creatures on either side of River. Choose on which side of River to place each attacker. Attackers can only be blocked by flying creatures or those on same side of River.
Raging Spirit SC C ●● SFi R3 MG
2: Raging Spirit is colorless until end of turn. 3/3.
Raiding Party EN U ●●● QHo R2 FE
May not be targeted by white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains from destruction.
Reckless Embermage SC R ●●● TKy R3 MG
R1: Mage does 1 damage to any target and 1 damage to itself. 2/2.
Red Elemental Blast INT C ●●●● RTh R A,B,U,R,4th
Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.
Reign of Chaos SOR U ●●● KRa RR2 MG
Destroy target plains or island and target white or blue creature.
Retribution SOR U ●● MTe RR2 HL
Choose 2 creatures controlled by opponent. Bury one and put a -1/-1 counter on the other. That opponent chooses which creature is buried.
Rock Hydra SC R ●● JMe R A,B,U,R
Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys 1 counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.
Roc of Kher Ridges SC R ●●●● ARu R3 A,B,U,R
Flying. 3/3.
Rogue Skycaptain SC R ●●● RAF R2 AI
Flying. At beginning of upkeep, put a counter on Skycaptain. During upkeep, pay 2 for each counter on Skycaptain, or remove all counters from Skycaptain and opponent gains control of Skycaptain. 3/4.
Rukh Egg SC C ●●●● CRu R3 AN
If destroyed, a 4/4 flying red creature enters play at end of turn. 0/3.
Sabretooth Tiger SC C ●● MBe R2 IA
First strike. 2/1.
Searing Spear Askari SC C ●●●● RKF R2 MG
Flanking. R1: Cannot be blocked by only one creature this turn. 2/2.
Sedge Troll SC R ●●● DFr R2 A,B,U,R
B: Regenerates. Gains +1/+1 if you control any swamps. 2/2.

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1 Restricted in type I only
2 Banned from type II only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Shatter	INS	C	●●●	AWe	R1	A,B,U,R,4TH,IA
Destroy target artifact.						
Shatterstorm	SOR	R	●●●	MPo	RR2	AQ,R
Bury all artifacts in play. Artifact creatures may not be regenerated.						
Shivan Dragon	SC	R	●●●●	MBe	RR4	A,B,U,R,4th
Flying. R: +1/+0. 5/5.						
Sirocco	INS	U	●●	ARa	R1	MG
Target player reveals his or her hand to all players. For each blue interrupt card that player holds, he or she pays 4 life or discards that card						
Sisters of the Flame	SC	C	●●	JMy	RR1	DK,4th
T: Add R to your mana pool (play as a mana source). 2/2.						
Smoke	EN	R	●●	JMy	RR	A,B,U,R,4th
Each player may only untap one creature during untap phase.						
Soldier of Fortune	SC	U	●●●	DSh	R	AI
R, T: Target player shuffles his library. 1/1.						
Spinal Villain	SC	R	●●●	AMa	R2	LG
T: Destroy target blue creature. 1/2.						
Spitting Earth	SOR	C	●●●	BSn	R1	MG
Do damage to a creature equal to number of mountains you control.						
Stone Giant	SC	U	●●	DWi	RR2	A,B,U,R,4th
T: Give one of your creatures with toughness less than Giant's power flying until end of turn. Target creature is killed at end of turn. 3/4.						
Stonehands	EC	C	●●●	DFr	R2	IA
Target creature gains -0/+2. R: Gains +1/+0 until end of turn						
Stone Rain	SOR	C	●●●	Multi	R2	A,B,U,R,4TH,IA,MG
Destroy any one land. Artists: DGe, TRo (Mirage).						

Preacher
Summon Preacher
R: Gain control of one of opponent's creatures. Opponent chooses which target creature you control. If Preacher becomes untapped, you lose control of this creature; you may choose not to untap Preacher as normal during your untap phase. You also lose control of the creature if Preacher leaves play or at end of game.
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1/1

Skull Catapult
Artifact
1, Sacrifice a creature to have Skull Catapult deal 2 damage to target creature or player
"Let any who doubt the evil of using the ancient devices look at this infernal machine. What manner of fiend could design such a sadistic device?"
Sorna Relebane, Soldier Heretic

Preacher and Skull Catapult: When the Preacher passes the collection plate around, your opponent has to fork over one of her minions—the catch is that she gets to pick which one. While normally beggars can't be choosers, if you get a creature you don't like you can send it back (in a body bag) with the Skull Catapult and grab another one next turn.

PREACHER SKULL CATAPULT

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Stone Spirit	SC	U	●●●	JMe	R4	IA
Stone Spirit cannot be blocked by flying creatures. 4/3.						
Storm Shaman	SC	C	●●●	CHe	R2	AI
R: +1/+0 until end of turn. Two versions. 0/4.						
Storm World	EW	R	●●	CRu	R	LG
During upkeep do 1 damage to players for each card in hand below 4.						
Subterranean Spirit	SC	R	●●●	JBo	RR3	MG
Protection from red. T: Do 1 damage to each non-flying creature. 3/3.						
Talruum Minotaur	SC	C	●●●	PVe	RR2	MG
Talruum Minotaur is unaffected by summoning sickness. 3/3.						
Telim'Tor	SL	R	●●●	KWa	R4	MG
Flanking. If Telim attacks, all attacking flankers get +1/+1. 2/2.						
Telim'Tor's Edict	INS	R	●●	KWa	R	MG
Remove from the game target permanent you own or control. Cantrip.						
• **Tempest Efreet**	SC	R	●	NTh	RRR1	LG,4th
T, Sacrifice: Pick a card randomly from opponent's hand and place it in yours, burying Efreet in opponent's graveyard. Opponent may prevent this permanent change by sacrificing 10 life or conceding game. 3/3.						
Tor Giant	SC	C	●●	DSh	R3	IA
3/3.						
Torrent of Lava	SOR	R	●●●	KRa	RRX	MG
Do X damage to each creature without flying. Each creature gains "T: Prevent 1 damage to this creature from Torrent of Lava."						
Total War	EN	R	●●	DTu	R3	IA
When any player attacks, destroy all untapped non wall creatures that don't attack. Does not affect creatures that came into play this turn.						
Tunnel	SOR	U	●	DFr	R	A,B,U,R,4th
Bury one wall.						
Two-Headed Giant of Foriys	SC	R	●●●	AMa	R4	A,B,U
Trample. May block two creatures in combat. 4/4.						
Uthden Troll	SC	U	●●	DSh	R2	A,B,U,R,4th
R: Regenerates. 2/2.						
Varchild's Crusader	SC	C	●●	MPo	R3	AI
O: Can only be blocked by walls. Bury Crusader at the end of turn. 3/2.						
Varchild's War-Riders	SC	R	●●	SVC	R1	AI
Trample, rampage: 1. CU: Put a survivor token into play under target opponent's control. Treat this token as a 1/1 red creature. 3/4.						
Vertigo	INS	U	●●●	DTu	R	IA
Do 2 damage to target flying creature, which loses flying this turn.						
Veteran's Voice	EC	C	●●	ARu	R	AI
Play on a creature you control. O: Tap enchanted creature to give any other target creature +2/+1 until end of turn. Two versions.						
Viashino Warrior	SC	C	●●	RRa	R3	MG
4/2.						
Volcanic Dragon	SC	R	●●●	JIo	RR4	MG
Flying. Volcanic Dragon is unaffected by summoning sickness. 4/4.						
Volcanic Geyser	INS	U	●●●	DOC	RRX	MG
Volcanic Geyser deals X damage to target creature or player.						
Wall of Dust	SC	U	●	RTh	R2	LG,4th
Creatures blocked by Wall may not attack next turn. 1/4						
Wall of Earth	SC	C	●●	RTh	R1	LG
0/6.						
Wall of Fire	SC	U	●●	RTh	RR1	A,B,U,R,4th
R: +1/+0. 0/5.						
Wall of Heat	SC	C	●●	RTh	R2	LG, CH
2/6.						
Wall of Lava	SC	U	●●	PVe	RR1	IA
R: +1/+1 until end of turn 1/3.						
Wall of Opposition	SC	U	●●●	HMc	RR3	LG, CH
1: +1/+0 until end of turn. 0/6.						
Wall of Stone	SC	U	●●	DFr	RR1	A,B,U,R,4th
0/8.						
• **Wheel of Fortune**	SOR	R	●●●●●	DGe	R2	A,B,U,R
All players must discard their hands and draw seven new cards.						
Wildfire Emissary	SC	U	●●●●●	RKF	R3	MG
Protection from white. R1: +1/+0 until end of turn. 2/4.						
Windseeker Centaur	SC	R	●●	AMa	RR1	BOOK
Does not tap to attack. 2/2.						
Winds of Change	SOR	R	●●●	JHa	R	LG,4th
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.						
Winter Sky	SOR	R	●●	MKi	R	HL
Flip a coin. If you win, Winter Sky does one damage to each creature and player. Otherwise each player draws a card.						
Word of Blasting	INS	U	●●	KMe	R1	IA
Bury target wall and do X damage to the wall's controller, where X equals the casting cost of the wall.						
Ydwen Efreet	SC	R	●●	DTu	RRR	AN
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.						
Zirilan of the Claw	SL	R	●●●	ARo	RR3	MG
RR1,T: Search your library for a Dragon card and put it into play. That creature is unaffected by summoning sickness. Remove the creature from the game at the end of any turn. 3/4.						

WHITE

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Abbey Gargoyles	SC	U	●●●	CRu	WWW2	HL
Flying. Protection from red. 3/4.						
Abbey Matron	SC	C	●●	MKi	W2	HL
W, T: +0/+3 till end of turn. Two versions. 1/3.						
Abu Ja'far	SC	U	●●●	KMe	W	AN, CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.						
Adarkar Unicorn	SC	C	●●	QHo	WW1	IA
T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.						
Afterlife	INS	U	●●	PVe	W2	MG
Bury target creature and put a 1/1 white flying creature into play under control of that creature's controller.						
Akron Legionnaire	SC	R	●	MPo	WW6	LG, CH
Of your non-artifact creatures, only Legionnaire may attack. 8/4.						
Alabaster Potion	INS	C	●●●	HMc	WWX	LG,4th
Give target player X life or prevent X damage to any target.						
Alarum	INS	C	●●●	ARo	W1	MG
Untap target non-attacking creature and give it +1/+3 this turn.						
Amrou Kithkin	SC	C	●●	QHo	WW	LG,4th
Creatures with power greater than 2 may not block Amrou. 1/1.						
Angelic Voices	EN	R	●●●	JBa	WW2	LG, CH
Give all creatures +1/+1 if you control only white or artifact creatures.						
Angry Mob	SC	U	●●●	DTu	WW2	DK,4th
Trample. During your turn, *=total number of swamps all opponents control. Otherwise, *=0. 2+*/2+*.						
Animate Wall	EC	R	●	DFr	W	A,B,U,R,4th
Target wall may now attack.						
Arctic Foxes	SC	C	●	MPo	W1	IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.						
Arenson's Aura	EN	C	●●●	NLe	W2	IA
W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.						
Argivian Archaeologist	SC	R	●●●●	AWe	WW1	AQ
2, T: Bring an artifact from your graveyard to your hand. 1/1.						
Argivian Blacksmith	SC	C	●	KKa	WW1	AQ
T: Negate 2 damage to target artifact creature. 2/2.						
Armageddon	SOR	R	●●●●●	JMy	W3	A,B,U,R,4th
Destroy all lands in play.						
Armor of Faith	EC	C	●●●	AMa	W	IA
Target creature gains +1/+1. W: +0/+1.						
Army of Allah	INS	C	●●●	BSn	WW1	AN
+2/+0 to all attacking creatures until end of turn.						
Artifact Ward	EC	C	●●	DSh	W	AQ
Target creature may not be blocked by artifact creatures, cannot be targetted by artifacts, and takes no damage from artifacts.						
Auspicious Ancestor	SC	R	●●●	ZSa	W3	MG
If put into the graveyard from play, gain 3 life. 1: Gain 1 life. Use only when a white spell is successfully cast and only once per spell. 2/3.						
Aysen Bureaucrats	SC	C	●●●	ARa	W1	HL
Tap target creature with power no greater than 2. 1/1.						
Aysen Crusader	SC	R	●●	NTh	WW2	HL
X equals number of heroes in play. 2+X/2+X.						
Aysen Highway	EN	R	●●	NTh	WWW3	HL
All white creatures gain plainswalk.						
12 **Balance**	SOR	R	●●●●●	MPo	W1	A,B,U,R,4th
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.						
Battle Cry	INS	U	●●	DSh	W2	IA
Untap all your white creatures. All blockers get +0/+1 this turn.						
Beast Walkers	SC	R	●	HHu	WW1	HL
G: Banding until end of turn. 1/1.						
Benalish Hero	SC	C	●●●	DSh	W	A,B,U,R,4th
Bands. 1/1.						
Benevolent Unicorn	SC	C	●●●	DCh	W1	MG
Whenever a spell assigns damage, that damage is reduced by 1. 1/2.						
Black Scarab	EC	U	●●	KFo	W	IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.						
Black Ward	EC	U	●●	DFr	W	A,B,U,R,4th
Target creature gains protection from black.						
Blaze of Glory	INS	R	●	RTh	W	A,B,U
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage.						
Blessed Wine	INS	C	●●	KFo	W1	IA
Gain 1 life. Draw a card at the beginning of the next turn.						
Blessing	EC	R	●●●	JBa	WW	A,B,U,R,4th
W: +1/+1.						
Blinding Light	SOR	U	●●	HKi	W2	MG
Tap all non-white creatures.						
Blinking Spirit	SC	R	●●●●	LWi	W3	IA
O: Blinking Spirit returns to its owner's hand. 2/2.						
Blood of the Martyr	INS	U	●●	CRu	WWW	DK, CH
Until end of turn, you may redirect damage done to your creatures to yourself instead.						
Blue Scarab	EC	U	●●	AWe	W	IA
Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.						
Blue Ward	EC	U	●●	DFr	W	A,B,U,R,4th
Target creature gains protection from blue.						
Brainwash	EC	C	●●	PVe	W	DK,4th
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						
Call to Arms	EN	R	●●●	RGa	W1	IA
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.						
Camel	SC	C	●	SEv	W	AN
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.						

Caribou Range EL R •• RTp WW2 IA
WW: Tap land to put a Caribou token into play. Treat this token as a 0/1 white creature. 0: Sacrifice a token to gain 1 life.
Carrier Pigeons SC C • PMo W3 AI
Flying. Contrip. 1/1.
Castle EN U ••• DWi W3 A,B,U,R,4th
Your untapped creatures gain +0/+2. Attackers don't get this bonus.
Celestial Dawn EN R •••• LDa WWI MG
All non-land cards you own that are not in play are white. All non-land permanents you control are white. All lands you control are plains. All colored mana symbols on all of these cards and permanents are W.
Circle of Protection: Artifacts EN U ••• PVe W1 AQ,4th
2: Prevent all damage against you from an artifact source.
Circle of Protection: Black EN C ••• JMy W1 B,U,R,4TH,IA
1: Prevent all damage to you from one black source.
Circle of Protection: Blue EN C ••• DWi W1 A,B,U,R,4TH,IA
1: Prevent all damage to you from one blue source.
Circle of Protection: Green EN C ••• SEv W1 A,B,U,R,4TH,IA
1: Prevent all damage to you from one green source.
Circle of Protection: Red EN C ••• MTe W1 A,B,U,R,4TH,IA
1: Prevent all damage to you from one red source.
Circle of Protection: White EN C ••• DSh W1 A,B,U,R,4TH,IA
1: Prevent all damage to you from one white source.
Civic Guildmage SC C ••• ARo W MG
G,T: Target creatures gets +0/+1 until end of turn. U,T: Put target creature you control on top of owner's library. 1/1.
Cleanse SOR R ••• PFo WW2 LG
Destroy all black creatures in play.
Cleansing SOR R •• PVe WWW DK
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.
Clergy of the Holy Nimbus SC C •• DGe W LG
If killed, Clergy regenerate unless opponent pays 1. 1/1.
Cold Snap EN U • RGa W2 IA
CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he controls.
Combat Medic SC C ••• Multi W2 FE
W1: Prevent 1 damage to a player or creature. 0/2.
Consecrate Land EL U ••• JMe W A,B,U
Target land is immune from all effects that would destroy it.
Conversion EN U ••• JMy WW2 A,B,U,R,4th
All mountains are now plains. You must pay WW during upkeep.
Cooperation EC C •• PFo W2 IA
Target creature gains banding.
Crusade EN R •••• MPo WW A,B,U,R,4th
All white creatures gain +1/+1.
Damping Field EN U • JHa W2 AQ
No one may untap more than one artifact during his untap phase.
D'Avenant Archer SC C •• DSh W2 LG, CH
T: Do 1 damage to attacking or blocking creature. 1/2.
Dazzling Beauty INS C •• HMc W2 MG
Play only when defense is chosen. Target unblocked creature is considered blocked. Draw a card at the beginning of the next turn's upkeep.
Death Speakers SC U •• DSh W HL
Protection from black. 1/1.
Death Ward INS C •• HMc W A,B,U,R,4th,IA
Regenerates target creature.
Disempower INS C •• JMa W1 MG
Put target artifact or enchantment on top of owner's library.
Disenchant INS C ••••• Multi W1 A,B,U,R,4th,IA,MG
Destroy target enchantment or artifact. Artists: BSn, CGi (Mirage).
• **Divine Intervention** EN R •• AWe WW6 LG
Put 2 counters onDivine Intervention. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.
Divine Offering INS C •••• JMe, TNi W1 LG,MG
Destroy target artifact, gaining life equaling casting cost of artifact.
Divine Retribution INS R •• CGi W1 MG
Do 1 damage to target attacking creature for each attacking creature.
Divine Transformation EC U ••• NTh WW2 LG,4th
Give target creature +3/+3.
Drought EN U ••• Nth WW2 IA
During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.
Dust to Dust SOR C ••• DTu WW1 DK
Remove any two target artifacts from the game.
Ektundu Griffin SC C ••• DCh W3 MG
Flying, first strike. 2/2.
Elder Land Wurm SC R • QHo WWW4 LG,4th
Trample. Cannot attack until it has been assigned to block. 5/5.
Elvish Healer SC C ••• REm W2 IA
T: Prevent 1 damage to a target or 2 damage to a green creature. 1/2.
Enchanted Being SC C • DSh WW1 LG
Takes no combat damage from enchanted creatures. 2/2.
Enduring Renewal EN R ••• HMc WW2 IA
Play with your hand face up. If you a draw a creature discard it. When a creature goes to your graveyard from play, return it to your hand.
Energy Storm EN R •••• SEv W1 IA
CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap.

Enlightened Tutor INS U •••• DFr W MG
Search your library for an artifact or enchantment card and reveal that card to all players. Put the revealed card back on top of it.
Equinox EL C •• SVC W LG
Tap target land to counter a spell that destroys your land.
Errand of Duty INS C ••• JBa W1 AI
Put a Knight token into play. Treat as a 1/1 white banding creature.
Ethereal Champion SC R ••• TNi WWW2 MG
Pay 1 life: Prevent 1 damage to Ethereal Champion. 3/4.
Exile INS R •••• RAl W2 AI
Remove target non-white attacker from game. Gain life = toughness.
Exorcist SC R ••• DTu WW DK
W1, T: Destroy target black creature. 1/1.
Eye for an Eye INS R ••• MPo WW AN,R,4th
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.
Farmstead EL R • MPo WWW A,B,U,R
Once per turn, during your upkeep, you may spend WW to gain 2 life.
Farrel's Mantle EC U ••• AWo W2 FE
If target creature attacks and is not blocked it may deal X + 2 damage to any other creature where X is the power of the enchanted creature.

Green Ward EC U •• DFr W A,B,U,R,4th
Target creature gains protection from green.
Guardian Angel INS C • AMa WX A,B,U,R
Negate X damage dealt to a target. Psst: put this card next to Paralyze.
Hallowed Ground EN U ••• DSh W1 IA
WW: Return a non-snow-covered land you control to its owner's hand.
Hand of Justice SC R ••• MBe W5 FE
T: Tap 3 white creatures you control to destroy target creature. 2/6.
Hazduhr the Abbot SC R •• DFr WW3 HL
X, T: Redirect to Hazduhr X damage dealt to a white creature you control. 2/5.
Heal INS C •• MTe W IA
Prevent 1 damage to any target. Cantrip.
Healing Salve INS C ••• Multi W A,B,U,R,4th,MG
Gain 3 life, or prevent up to 3 damage. Artists: DFr, HKi (Mirage).
Heaven's Gate INS U •• DSh W LG
Change the color of one or more creatures to white until end of turn.
Heroism EN U • MPo W2 FE
Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.

If Abu dies without regenerating while participating in an attack or defense, all creatures Abu is blocking or being blocked by are also killed and may not regenerate.
Illus. © Ken Meyer Jr.
0/1

Target creature defending player controls gets +3/+0 until end of turn. That creature may be assigned to block up to three creatures this turn. All blocks must be legal.

ABU JA'FAR YARE

Abu Ja'far and Yare: Abu Ja'far is the best cannon fodder mana can buy: when he goes to the graveyard, he takes whoever he can get his leprous hooks into with him. Add Yare and you get Superleper, able to lose limbs faster than a speeding bullet, to fill a small grave better than a speeding locomotive, and spread disease to three attackers in a single bound! Eww.

Farrel's Zealot SC C •• Multi WW1 FE
If Zealot is not blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBe, RKF. 2/2.
Farrelite Priest SC U • PFo WW1 FE
1: Add W to your mana pool (play as a mana source). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3.
Fasting EN U •• DSh W DK
Gain 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.
Favorable Destiny EC U ••• TGi W1 MG
As long as you control at least one other creature, enchanted creature cannot be target of spells or effects. If creature is white it gets +1/+2.
Femeref Healer SC C ••• SLu W1 MG
T: Prevent 1 damage to any creature or player. 1/1.
Femeref Knight SC C •••• TRo W2 MG
Flanking. W: Attacking does not cause Knight to tap this turn. 2/2.
Femeref Scouts SC C •• ZPl W2 MG
1/4.
Festival INS C •• MPo W DK
Opponent may not attack this turn. Play during opponent's upkeep.
Fire and Brimstone INS U • JMe WW3 DK
Do 4 damage to target player and do 4 damage to you. May only be cast if that opponent has declared an attack this turn.
Formation INS R •• KMe W1 IA
Give target creature banding until end of turn. Cantrip.
Fortified Area EN C •• RAF WW1 LG
Give all your walls +1/+0 and banding.
Fylgja: EC C ••• EBe W IA
Put 4 counters on Fylgja. 0: Remove a counter to prevent 1 damage to the creature Fylgja enchants. 2W: Put a counter on Fylgja.
General Jarkeld SL R •• RTh W3 IA
T: Exchange two blockers without creating an illegal block. 1/2.
Glyph of Life INS C • SVC W LG
Gain life equal to the damage done to target wall by an attacker.
Great Defender INS U •• MPo W LG
Give target +0/+X until end of turn, where X is the creature's cost.
Great Wall EN U • SEv W2 LG
Creatures with plainswalk may be blocked.
Greater Realm of Preservation EN U ••• NTh W1 LG
W1: Prevent all damage to you from a red or black source.
Green Scarab EC U •• NLe W IA
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.

Hipparion SC U •• DWi W1 IA
Cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3.
Holy Armor EC C •• MBe W A,B,U,R,4th
Target creature gains +0/+2. W: +0/+1.
Holy Day INS C • JHa W LG
Creatures attack and block as normal but deal no damage.
Holy Light INS C ••• DTu W2 DK
Give all non-white creatures -1/-1 until end of turn.
Holy Strength EC C •• AMa W A,B,U,R,4th
Target creature gains +1/+2.
Icatian Infantry SC C •• Multi W FE
1: Banding. 1: First strike. Artists: EBe, CRu, DSh, DTu. 1/1.
Icatian Javelineers SC C ••• Multi W FE
Put a Javelin counter on Javelineers when cast. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SKi. 1/1.
Icatian Lieutenant SC R •• PVe WW FE
W1: Give target Soldier +1/+0 until end of turn. 1/2.
Icatian Moneychanger SC C •• EBe, MBe, DTu W FE
Lose 3 life when casting and put 3 counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. 0/2.
Icatian Phalanx SC U •• KFo W4 FE
Bands. 2/4.
Icatian Priest SC U •• DTu W FE
WW1: Make target creature +1/+1 until end of turn. 1/1.
Icatian Scout SC C •• Multi W FE
1, T: Give target creature first strike. Artists: RAl, PFo, RKF, DSh. 1/1.
Icatian Skirmishers SC R •• HHu W3 FE
Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.
Icatian Town SOR R ••• TWa W5 FE
Put 4 Citizen tokens, which are 1/1 white creatures, in play.
Illumination INT U ••• DOC WW MG
Counter target artifact or enchantment spell. That spell's caster gains an amount of life equal to the spell's casting cost.
Indestructible Aura INS C •• MPo W LG
Reduce to 0 all damage dealt to target creature until end of turn.
Infinite Authority EC R •• DSh WWW LG, CH
After combat, destroy all creatures with toughness 3 or less blocking or blocked by enchanted creature. Put a +1/+1 counter on target for each creature destroyed.

Restricted
Banned

1 Restricted in type 1 only
2 Banned from type II only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Inheritance	EN	U	••	KFo	W	AI
3: Draw a card. Use this only when a creature is put into the graveyard from play, and only once for each creature put into the graveyard.						
Iron Tusk Elephant	SC	U	••	TRo	W4	MG
Trample. 3/3.						
Island Sanctuary	EN	R	••	MPo	W1	A,B,U,R,4th
If you decline one card during your draw phase, only flying or islandwalking creatures may attack you until your next turn.						
Ivory Charm	INS	C	••	GGr	W	MG
Choose one—all creature get -2/-0 until end of turn; or prevent one damage to any creature or player; or tap target creature.						
Ivory Gargoyle	SC	R	••••	QHo	W4	AI
Flying. If Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase. 4W: Remove Gargoyle from the game. 2/2.						
Ivory Guardians	SC	U	••	MBe	WW4	LG, CH
Protection from red. All Guardians are +1/+1 if opponent controls any red cards. 3/3.						
Jabari's Influence	INS	R	•••	GGr	WW3	MG
Play only after combat. Gain control of target non-AC that attacked you this turn and put a -0/-1 counter on it.						
Jihad	EN	R	•••	BSn	WWW	AN
+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.						
Juniper Order Advocate	SC	U	•••	DSh	W2	AI
If Advocate is untapped, all your green creatures get +1/+1. 1/2.						
Justice	EN	U	•••	RTp	WW2	IA
You must pay WW during upkeep. When a red spell or creature deals damage, Justice deals the same damage to the effect's controller.						
Karma	EN	U	••••	RTh	WW2	A,B,U,R,4th
During each player's upkeep, he takes 1 point of damage for each swamp he controls.						
Keepers of the Faith	SC	C	•	DGe	WW1	LG, CH
2/3.						
Kelsinko Ranger	SC	C	••	MPo	W	IA
W1: One green creature gains first strike until end of turn. 1/1.						
King Suleiman	SC	R	••	MPo	W1	AN
T: Destroy an Efreet or Djinn. 1/1.						
Kismet	EN	U	•••	KFo	W3	LG,4th
All opponent's creatures, lands, and artifacts enter play tapped.						
Kjeldoran Elite Guard	SC	U	•••	MBe	W3	IA
T: Give target creature +2/+2. Bury Guard if that creature leaves play this turn. 2/2.						
Kjeldoran Escort	SC	C	•••	BWo	WW2	AI
Banding. 2/3.						
Kjeldoran Guard	SC	C	••	AWo	W1	IA
T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.						
Kjeldoran Home Guard	SC	U	••	ARu	W3	AI
At the end of any combat in which Home Guard attacked or blocked, put a -0/-1 counter on Home Guard and put a Deserter token into play. Treat this token as a 0/1 white creature. 1/6.						
Kjeldoran Knight	SC	R	•••	RSp	WW	IA
Banding. W1: +1/+0. WW: +0/+2. 1/1.						
Kjeldoran Phalanx	SC	R	••	RKF	W5	IA
First strike, banding. 2/5.						
Kjeldoran Pride	EC	C	••	KFo	W1	AI
Creature gets +1/+2. 2U: Switch Pride from creature it enchants to another creature. Pride's new target must be legal.						
Kjeldoran Royal Guard	SC	R	•••	LWi	WW3	IA
T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.						
Kjeldoran Skycaptain	SC	U	•••	MPo	W4	IA
Flying, banding, first strike. 2/2.						
Kjeldoran Skyknight	SC	C	•••	MPo	W2	IA
Flying, banding, first strike. 1/1.						
Kjeldoran Warrior	SC	C	•••	MPo	W	IA
Banding. 1/1.						
Knights of Thorn	SC	R	•••	CRu	W3	DK
Protection from red, banding. 2/2.						
Lance	EC	U	••	RAl	W	A,B,U,R
Target creature gains first strike.						
2 Land Tax	EN	R	•••••	BSn	W	LG,4th
If opponent controls more land than you during your upkeep, you may take up to 3 basic lands from your library into your hand.						
Leeches	SOR	R	•	ARa	WW1	HL
Target player loses all poison counters and takes 1 damage per counter.						
Lifeblood	EN	R	•••	MTe	WW2	LG
Take 1 life whenever opponent taps a mountain.						
Lightning Blow	INS	R	••	HMc	W1	IA
Give target creature first strike until end of turn. Cantrip.						
Lost Order of Jarkeld	SC	R	••	ARu	WW2	IA
* equals # of creatures controlled by target opponent. 1+*/1+*.						
Mangara's Blessing	INS	U	•••	DCh	W2	MG
Gain 5 life. If a spell or effect by an opponent causes you to discard Blessing, gain 2 life and return Blessing to your hand at end of turn.						
Mangara's Equity	EN	U	••	ARa	WW1	MG
Choose black or red. During your upkeep, you must pay 1W. For each 1 damage a creature of the chosen color deals to you or a white creature you control, Mangara's Equity deals 1 damage to that creature.						
Martyrdom	INS	C	••	MPo	WW1	AI
Until end of turn, you may redirect to target creature you control any amount of damage.						
Martyr's Cry	SOR	R	••	JMe	WW	DK
Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.						
Martyrs of Korlis	SC	U	•••	MOK	WW3	AQ
Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. 1/6.						
Melesse Spirit	SC	U	•••	GGr	WW3	MG
Flying. Protection from black. 3/3.						
Mercenaries	SC	R	•	CBr	W3	IA
A player may pay 3 to prevent taking Mercenaries' damage. 3/3.						
Mesa Falcon	SC	C	••	MPo	W1	HL
Flying. W1: +0/+1 until end of turn. Two versions. 1/1.						
Mesa Pegasus	SC	C	•••	MBe	W1	A,B,U,R,4th
Flying, bands. 1/1.						
Miracle Worker	SC	C	•	RSp	W	DK
T: Destroy target enchantment on one of your creatures. 1/1.						
Moat	EN	R	••••	JMe	WW2	LG
Non-flying creatures cannot attack.						
Moorish Cavalry	SC	C	•••	DWi	WW2	AN
Trample. 3/3.						
Morale	INS	C	••	MPo	WW1	DK, 4th
Give all attacking creatures +1/+1 until end of turn.						
Mtenda Griffin	SC	U	•••	JJo	W3	MG
Flying. W,T: Return Griffin to owner's hand and return target griffin in your graveyard to your hand. Use only during your upkeep. 2/2.						
Mtenda Herder	SC	C	••	ZSa	W	MG
Flanking. 1/1.						
Noble Elephant	SC	C	•••	TRo	W3	MG
Banding, Trample. 2/2.						
Noble Steeds	EN	C	••	RGu	W2	AI
1W: Target creature gains first strike until end of turn. Two versions.						
Northern Paladin	SC	R	•••	DSh	WW2	A,B,U,R,4th
WW, T: Destroy a black card in play. 3/3.						
Null Chamber	EW	R	•••	DSh	W3	MG
You and target opponent each name any card except a basic land. Those cards cannot be played.						
Order of Leitbur	SC	C	••••	RF,BWi	WW	FE
Protection from black. WW: +1/+0. W: First strike. 2/1.						
Order of the Sacred Torch	SC	R	••••	RTp	WW1	IA
T: Sacrifice 1 life to counter a black spell. 2/2.						
Order of the White Shield	SC	U	••••	RTp	WW	IA
Protection from black. WW: +1/+0. W: First Strike. 2/1.						
Osai Vultures	SC	U	•	DFr	W1	LG,4th
Flying. After a turn in which a creature died, add a counter to Vultures. Remove 2 counters to make Vultures +1/+1 until end of turn. 1/1.						
Pacifism	EC	C	••••	RBl	W1	MG
Enchanted creature cannot attack or block.						
Pearl Dragon	SC	R	•••	IMi	WW4	MG
Flying. W: +0/+1. 4/4.						
Pearled Unicorn	SC	C	•	CBr	W2	A,B,U,R,4th
2/2.						
Personal Incarnation	SC	R	•••	KBr	WWW3A,B,U,R,4th	
Owner may redirect any amount of damage done to Incarnation to himself instead. If Incarnation is sent to graveyard, its owner loses half of his remaining life (round up the loss). 6/6.						
Petra Sphinx	SC	R	••	SEv	WWW2	LG, CH
T: Target player names a card and then turn over the top card in his library. If the guess matches the card, the player draws the card; otherwise, it goes to the graveyard. 3/4.						
Piety	INS	C	•	MPo	W2	AN,4th
+0/+3 to all defending creatures until end of turn.						
Pikemen	SC	C	•••	DDe	W1	DK,4th
Banding, first strike. 1/1.						
Preacher	SC	R	•••	QHo	WW1	DK
T: Gain control of an opponent's creature of his choice. If Preacher untaps or leaves play, you lose control of the creature.						
Presence of the Master	EN	U	••	PFo	W3	LG
Counter all enchantments as they are being cast.						
Prismatic Circle	EN	C	••	PVe	W2	MG
CU: 1. Choose a color. 1: Prevent all damage to you from a source of the chosen color.						
Prismatic Ward	EC	C	••	LWi	W1	IA
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.						
Prophecy	SOR	C	••	CRu	W	HL
Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent then shuffles his library. Cantrip.						
Purelace	INT	R	•	SEv	W	A,B,U,R,4th
Change the color of one card being played or in play to white.						
Rally	INS	C	••	HHu	WW	IA
All blocking creatures gain +1/+1 until end of turn.						
Rapid Fire	INS	R	•	JHa	W3	LG
Give target first strike and rampage: 2. Play before defense is chosen.						
Rashida Scalebane	SL	R	•••	RGa	WW3	MG
T: Bury target attacking or blocking Dragon. Gain an amount of life equal to that Dragon's power. 3/4.						
Rashka the Slayer	SL	U	••	CRu	WW3	HL
Can block creatures with flying. If Rashka the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.						
Red Scarab	EC	U	•	SEv	W	IA
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.						
Red Ward	EC	U	•	DFr	W	A,B,U,R,4th
Target creature gains protection from red.						
Reinforcements	INS	C	•••	DVi	W	AI
Put up to three target creature cards from you graveyard on top of your library in any order.						
Remove Enchantments	INS	C	••	BSn	W	LG
Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures.						
Repentant Blacksmith	SC	C	•••	DTu	W1	AN, CH
Protection from red. 1/2.						
Reprisal	INS	U	••••	RAF	W1	AI
Bury target creature with power four or greater.						
Resurrection	SOR	U	•••	DWi	WW2	A,B,U,R
Take a creature from your graveyard and put it directly into play.						
Reverse Damage	INS	R	••••	DWi	WW1	A,B,U,R,4th
All damage from any one source is instead added to your life total.						
Reverse Polarity	INS	C	••	JHa	WW	AQ,R
All damage you have taken from all artifacts this turn is retroactively added to your life total instead.						
Righteous Avengers	SC	U	••	HHu	W4	LG
Plainswalk. 3/1.						
Righteousness	INS	R	••	DSh	W	A,B,U,R,4th
Target defending creature gets +7/+7 until end of turn.						
Ritual of Steel	EC	C	••	MPo	W2	MG
Enchanted creature gets +0/+2. Cantrip.						
Royal Decree	EN	R	••	PVe	WW2	AI
CU: W. Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, its controller takes 1 damage.						

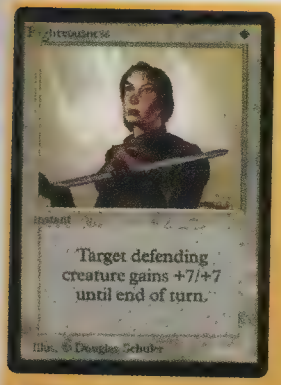
Summon Bodyguard
Unless Bodyguard is tapped, any damage done to you by unblocked creatures is done instead to Bodyguard. You may not take this damage yourself, though you can prevent it if possible
Good bodyguards are hard to find, mainly because they don't live long.
Illus. © Douglas Schuler
2/5
You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.
Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

VETERAN BODYGUARD WARD OF LIGHTS

Veteran Bodyguard and Ward of Lights: The Bodyguard will take it on the chin to protect you from unblocked creatures, so do something nice for him in return. By giving him protection from your opponent's major color with Ward of Lights, you'll prolong your Bodyguard's life, and make yourself essentially invulnerable against attacks of that color, which will do wonders for your own life span.

Name — Description — Kind — CR — Rating — Artist — Cost — Sets Found

Royal Herbalist SC C ●● DSh W AI
2: Remove top card of your library from game to gain one life. 1/1.
Sacred Boon INS U ●●● MRa W1 IA
Negate up to 3 damage dealt to target creature. At end of turn put a -0/+1 counter on that creature for each damage negated.
Sacred Mesa EN R ●●●● MOK W2 MG
During your upkeep, you must sacrifice a Pegasus. W1. Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.
Samite Alchemist SC C ●● TWa W3 HL
WW,T: Prevent 4 damage to a creature you control. Tap creature. That creature does not untap during your next untap phase. 0/2.
Spectral Guardian SC R ●●● MDr WW2 MG
As long as spectral Guardian is untapped, non-creature artifacts cannot be the target of spells or effects. 2/3.
Spirit Link EC U ●●●● KFo W LG,4th
Gain 1 life for every point of damage done by target creature.
Spiritual Sanctuary EN R ●●● AWe WW2 LG
Any player controlling plains takes 1 life during his upkeep.
Squire SC C ● DDe W1 DK
1/2.
Sunweb SC R ●●● DFr W3 MG
Flying. Cannot bock creatures with power 2 or less. 5/6
White Knight SC U ●●●● DGe WW AJE
Protection from black, first strike. 2, 2.
White Scarab EC U ●● PFo W
Target creature gets +2/+2 as long as any other player has ... cards. Target creature cannot be blocked by white creatures.
White Ward EC U ●● DFr W A,B,U,R,4th
Target creature gains protection from white.
Wild Aesthir SC C ●●● GSi W2 AI
Flying, first strike. WW: +2/+0 until end of turn. You cannot spend more than WW in this way each turn. 1/1.
Witch Hunter SC U ●●● JMy WW2 DK, CH
T: Do 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. 1/1.
Wrath of God INS R ●●●●● QHo WW2 A,B,U,R,4th
Bury all creatures in play.
Yare INS R ●●● RSp W2 MG
Target creature defending player controls gets +3/+0 until end of turn. That creature may block up to three creatures this turn.
Zhalfirin Commander SC U ●●●● SGr W2 MG
Flanking. WW1: Target Knight gets +1/+1 until end of turn. 2/2.
Zhalfirin Knight SC C ●●●● JBa W2 MG
Flanking. WW: First Strike until end of turn. 2/2.
Zuberi, Golden Feather SL R ●●● ARa W4 MG
Flying. Counts as a Griffin. All other Griffins get +1/+1. 3/3.



Freyalise Supplicant
1 ●
Sacrifice a red or white creature to have Freyalise Supplicant deal an amount of damage equal to half the creature's power, rounded down, to target creature or player. "We have blood with the Druids of the Juniper Order. One hath a one." Tawnos of the Tolarian Council

RIGHTEOUSNESS — FREYALISE SUPPLICANT

Righteousness and Freyalise Supplicant: Righteousness can change a blocking Benalish Hero into Queen Destructia, breaker of Balduvians, and destroyer of Djinns, but the mega growth spurt only lasts for one turn, so be sure to get the most out of it by sacrificing your bloated blocker to the Freyalise Supplicant after combat for a few extra points of damage to the target of your choice.

Samite Healer SC C ●●● TWa W1 A,B,U,R,4th
T: Prevent 1 damage to any target. 1/1.
Savannah Lions SC R ●●●● DGe W A,B,U,R,4th
2/1.
Scars of the Veteran INS U ●●●● DFr W4 AI
You may remove a white card in your hand from the game instead of paying the casting cost. Prevent up to 7 damage to target creature or player. For each one damage to a creature prevented by Scars of the Veteran put a +0/+1 counter on that creature at end of turn.
Seasoned Tactician SC U ●● DFr W2 AI
3: Remove the top four cards of you library from the game to prevent all damage to you from one source. 1/3.
Seeker EC C ●● MPo WW2 LG,4th
Target creature may only be blocked by white or artifact creatures.
Seraph SC R ●●● CRu W6 IA
Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play or your control. 4/4.
Serra Angel SC U ●●●●● DSh WW3 A,B,U,R,4th
Flying. Does not tap to attack. 4/4.
Serra Aviary EW R ●●● NLe W3 HL
All creatures with flying get +1/+1.
Serra Bestiary EC C ●● AMa WW HL
Pay WW during your upkeep or buryBestiary. Target creature cannot block, attack or use any abilities that have T: in its activation cost
Serra Inquisitors SC U ●● DDe W4 HL
If blocking or blocked by black creatures, Inquisitors get +2/0. 3/3.
Serra Paladin SC C ●●● PVe WW2 HL
T: Prevent 1 damage to any creature or player. WW1, T: Attacking does not cause target creature to tap this turn. 2/2.
Shadowbane INS U ●●●● DSh W1 MG
Prevent all damage to you or a creature you control from any one source. If thesource is black, gain 1 life for each 1 damage prevented.
Shahrazad SOR R ●● KFo WW AN
Players must suspend game in progress and play a sub-game with their current libraries. The loser loses half of his life points (round up loss).
Shield Bearer SC C ● DFr W1 IA
Banding. 0/3.
Shield Wall INS U ●● DSh W1 LG, CH
Give all your creatures +0/+2 until end of turn.
Sidar Jabari SL R ●●● GGr W3 MG
Flanking, If Sidar attacks, tap a creature defender controls. 2/2.
Snow Hound SC U ●● PMo W2 IA
1, T: Return Snow Hound and target blue or green creature you control to their owners' hand. 1/1.
Soraya the Falconer SL R ●● DDe WW1 HL
All falcons get +1/+1. W1: Target falcon gains banding. 2/2.
Soul Echo EN R ●●● RSp WWX MG
Put X counters on Soul Echo. At beginning of your upkeep if there are no counters on Soul Echo bury it. Otherwise, target opponent may choose that for each 1 damage dealt to you until your next upkeep, you instead remove 1 counter. You do not lose the game as a result of having less than 1 life.
Sustaining Spirit SC R ●● RGu W1 AI
CU. W1. Any damage that would reduce your life total to less than one instead reduces it to one. 0/3
Swords to Plowshares INS U ●●●●● KFo W A,B,U,R,4th,IA
Remove target creature from game. Creature's controller gains life points equal to the creature's power.
Sworn Defender SC R ●●● DAG WW2 AI
1: Change power to the toughness of target creature blocking or being blocked by Defender, minus 1, until end of turn. Change toughness to one plus the power of that creature, until end of turn. 1/3.
Teremko Griffin SC C ●●● MMc W3 MG
Banding, Flying. 2/2.
Thunder Spirit SC R ●●●● RAF WW1 LG
Flying, first strike. 2/2.
Tivadar's Crusade SOR U ● DDe WW1 DK
All Goblins are destroyed.
Trade Caravan SC C ● KFo W HL
During upkeep, put a counter on Caravan. 0: Remove 2 counters from Caravan to untap a basic land. Use only during opponent's upkeep. 1/1
Truce INS R ●● MBe W2 HL
Each player may draw up to two cards. For each card less than two the player draws, player gets 2 life.
Tundra Wolves SC C ●● QHo W LG,4th
First strike. 1/1.
Unlikely Alliance EN U ● PFo W1 AI
W1: Target non-attacking, non-blocking creature gets +0/+2.
Unyaro Griffin SC U ●● ADa W3 MG
Flying. Sacrifice Unyaro Griffin: Counter target red spell that assigns damage to you or a creature you control. 2/2.
Veteran Bodyguard SC R ●●● DSh WW3 A,B,U,R
Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.
Vigilant Martyr SC U ●●● RGu W MG
Sacrifice Vigilant Martyr: Regenerate target creature. WW,T, Sacrifice Martyr. Counter target spell that targets an enchantment in play. 1/1.
Visions SOR U ●● NTh W LG,4th
Look at the top five cards of any library, then reshuffle it if you want.
Wall of Caltrops SC C ●● BSn W1 LG
If Wall of Caltrops blocks with other walls, it gains banding. 2/1.
Wall of Light SC U ●● RTh W2 LG
Protection from black.1/5.
Wall of Resistance SC C ●● HMc W1 MG
Flying. At the end of any turn in which Wall of Resistance is dealt damage, put a +0/+1 counter on it. 0/3.
Wall of Swords SC U ●●● MTe W3 A,B,U,R,4th
Flying 3/5.
Ward of Lights EC C ●●● MDr WW MG
You may play Ward of Lights as an instant; if you do, bury it at end of turn. Enchanted creature gains protection from a color of your choice.
War Elephant SC C ●●● KBi W3 AN, CH
Bands, trample. 2/2.
Warning INS C ● PMo W IA
Target attacking creature does no damage in combat this turn.

LANDS

Adarkar Wastes LAN R ●●●● MRa IA
T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.
Adventurers' Guildhouse LAN U ● TWa LG
All your green legends may band with other legends.
An-Havva Township LAN R ●● LDa HL
T: Add 1 colorless mana to your pool. 1, T: Add G to your pool. 2, T: Add W to your pool. 2, T: Add R to your pool.
Arena LAN R ●●● RAI PR
3, T: You and opponent choose a creature. Both creatures are tapped and deal their power in damage to one another.
Aysen Abbey LAN U ●● LDa HL
T: Add 1 colorless mana to pool. 1, T: Add W to your pool. 2, T. Add U to your pool. 2, T: Add G to your pool.
Badlands LAN R ●●●●● RAI A,B,U,R
T: Add R or B to your mana pool. Counts as a Mountain and a Swamp.
Bad River LAN U ●● TNi MG
Comes into play tapped. T, Sacrifice: Search your library for an island or swamp. Put that land into play.
Balduvian Trading Post LAN R ●●● TWa AI
When Trading Post comes into play, sacrifice an untapped mountain or bury Trading Post. T: Add 1R to your mana pool. 1, T: Trading Post deals one damage to target attacking creature.
Bayou LAN R ●●●●● JMy A,B,U,R
T: Add B or G to your mana pool. Counts as a Swamp and a Forest.
Bazaar of Baghdad LAN R ●●●● JMe AN
T: Draw 2 cards; immediately discard 3 cards from your hand.
Bottomless Vault LAN R ●● PMo FE
Comes into play tapped. You may leave Vault tapped to put a counter on it. T: Remove any number of counters, adding B for each one.
Brushland LAN R ●●●● BWo IA
T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.
Castle Sengir LAN R ●● PVe HL
T: Add 1 colorless mana to your pool. T, T: Add B to your pool. 2, T: Add U to your pool. 2, T: Add R to your pool
Cathedral of Serra LAN U ● MPa LG
All your white legends may band with other legends.
City of Brass LAN R ●●●●● MTe AN, CH
T: Add 1 mana of any color. Take 1 damage whenever City is tapped.
City of Shadows LAN R ●● TWa DK
T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.
Crystal Vein LAN U ●● PMo MG
T: Add 1 to your mana pool. T, Sacrifice: Add 2 to your mana pool.
Desert LAN C ●●● JMy AN
T: Add 1 to your mana pool. T: Do 1 damage to any attacking creature after it deals damage
Diamond Valley LAN R ●●●● BSn AN
T: Sacrifice a creature to gain life equal to its toughness.
Dwarven Hold LAN R ●● PMo FE
Comes into play tapped. You may leave Hold tapped to put a counter on it. T: Remove any number of counters, adding R for each one.
Dwarven Ruins LAN U ●●● MPo FE
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.
Ebon Stronghold LAN U ●●● MPo FE
Comes into play tapped T. Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.
Elephant Graveyard LAN R ●●● RAI AN
T: Add 1 mana to your mana pool. T: Regenerate an Elephant or Mammoth.

Restricted — Banned — Name — Description — Kind — CR — Rating — Artist — Cost — Sets Found

1 Restricted in type I only
2 Banned from type II only
ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Flood Plain	LAN	U	••	PMo		MG
Comes into play tapped. T: Sacrifice Flood Plain: Search your library for a plains or island. Put that land into play.						
Forest	LAN	C	—	Multi		A,B,U,R,4TH,IA,MG
T: Add G to your mana pool. Artists: CRu, PMo (Ice Age), TKo (Mirage).						
Glacial Chasm	LAN	U	•••	LDa		IA
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.						
Grasslands	LAN	U	••	JAv		MG
Comes into play tapped. T, Sacrifice Grasslands: Search your library for a forest or plains. Put that land into play.						
Halls of Mist	LAN	R	•	MPo		IA
CL: 1. No creature may attack if it attacked during its controller's last turn.						
Hammerheim	LL	U	•••	BWa		LG
T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.						
Havenwood Battleground	LAN	U	•••	MPo		FE
Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.						
Heart of Yavimaya	LAN	R	•••	PVe		AI
When Heart of Yavimaya comes into play, sacrifice a forest or bury Heart of Yavimaya. T: Add G to your mana pool. T: Target creature gets +1/+1 until end of turn.						
Hollow Trees	LAN	R	••	PMo		FE
Comes into play tapped. You may leave Trees tapped to put a counter on it. T: Remove any number of counters, adding G for each one.						
Icatian Store	LAN	R	••	PMo		FE
Comes into play tapped. You may leave Store tapped to put a counter on it. T: Remove any number of counters, adding W for each one.						
Ice Floe	LAN	U	••	JMe		IA
You may choose not to untap Ice Floe. T: Tap a non-flying attacking creature. That creature doesn't untap as long as Ice Floe is tapped.						
Island	LAN	C	—	Multi		A,B,U,R,4TH,IA,MG
T: Add U to your mana pool. Artists: MPo, AMa (Ice Age), DSh (Mirage).						
Island of Wak-Wak	LAN	R	•••••	DSh		AN
T: Reduce the power of one flying creature to 0 until end of turn.						
Karakas	LL	U	••••	NLe		LG
T: Add W to your mana pool. T: Return target legend to owner's hand.						
Karplusan Forest	LAN	R	••••	NLe		IA
T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.						
Kjeldoran Outpost	LAN	R	••••	JMe		AI
When Outpost comes into play, sacrifice a plains or bury Outpost. T: Add W to your mana pool. W1, T: Put a 1/1 soldier token into play.						
Koskun Keep	LAN	U	••	PMo		HL
T: Add 1 colorless mana to your pool. 1, T: Add R to your pool. 2, T: Add B to your pool. 2, T: Add G to your pool.						
Lake of the Dead	LAN	R	•••	PVe		AI
When Lake of the Dead comes into play, sacrifice a Swamp or bury Lake of the Dead. T: Add B to your mana pool T: Sacrifice a Swamp to add BBBB to your mana pool.						
Land Cap	LAN	R	••	LWi		IA
If there are any counters on Land Cap, it does not untap. Remove a counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a counter on Land Cap. T: Add W to your mana pool and put a counter on Land Cap.						
Lava Tubes	LAN	R	••	BWa		IA
If there are any counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.						
• **Library of Alexandria**	LAN	R	•••••	MPo		AN
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly seven cards in hand.						
• **Maze of Ith**	LAN	U	•••••	AMa		DK
T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.						
Mishra's Factory	LAN	U	••••	KFo,PFo		AQ,4th
T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well.						
• **Mishra's Workshop**	LAN	R	•••••	KFo		AQ
T: Add 3 to your mana pool which may only be used to cast artifacts.						
Mountain	LAN	C	—	Multi		A,B,U,R,4TH,AN,IA,MG
T: Add R to your mana pool. Artists: DSh, TWa (Ice Age), JAv (Mirage).						
Mountain Stronghold	LAN	U	•	TWa		LG
All your red legends may band with other legends.						
Mountain Valley	LAN	U	••	KJo		MG
Comes into play tapped. T: Sacrifice Mountain Valley to search your library for a mountain or forest. Put that land into play.						
Oasis	LAN	U	••	BSn		AN,4th
T: Prevent 1 damage to any creature.						
Pendelhaven	LL	U	••••	BWa		LG
T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.						
Plains	LAN	C	—	Multi		A,B,U,R,4TH,IA,MG
T: Add W to your mana pool. Artists: JMy, CRu (Ice Age), TWa (Mirage).						
Plateau	LAN	R	•••••	DTu		A,B,U,R
T: Add R or W to your mana pool. Counts as a Mountain and a Plains.						
Rainbow Vale	LAN	R	••	KFo		FE
T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.						
River Delta	LAN	R	••	SEv		IA
If there are any counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.						
Rocky Tar Pit	LAN	U	••	JMi		MG
Comes into play tapped. T: Sacrifice Rocky Tar Pit to search your library for a swamp or mountain. Put that land into play.						
Ruins of Trokair	LAN	U	•••	MPo		FE
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.						
Safe Haven	LAN	R	••	CRu		DK,CH
2, T: Remove a creature you control from game. During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.						
Sand Silos	LAN	R	••	PMo		FE
Comes into play tapped. You may leave Silos tapped to put a counter on it. T: Remove any number of counters, adding U for each one.						
Savannah	LAN	R	•••••	RAl		A,B,U,R
T: Add W or G to your mana pool. Counts as a Plains and a Forest.						
School of the Unseen	LAN	U	••	PMo		AI
T: Add 1 to your mana pool. 2, T: Add 1 mana of any color to your mana pool.						
Scrubland	LAN	R	•••••	JMy		A,B,U,R
T: Add W or B to your mana pool. Counts as a Plains and a Swamp.						
Seafarer's Quay	LAN	U	•	TWa		LG
All your blue legends may band with other legends.						
Sheltered Valley	LAN	R	••	RAl		AI
When Sheltered Valley comes into play, bury any other Sheltered Valley you control. During your upkeep, if you control three or fewer lands, gain one life. T: Add one colorless mana to your mana pool.						
Snow-Covered Forest	LAN	U	—	PMo		IA
T: Add G to your mana pool.						
Snow-Covered Island	LAN	U	—	AMa		IA
T: Add U to your mana pool.						
Snow-Covered Mountain	LAN	U	—	TWa		IA
T: Add R to your mana pool.						
Snow-Covered Plains	LAN	U	—	CRu		IA
T: Add W to your mana pool.						
Snow-Covered Swamp	LAN	U	—	DSh		IA
T: Add B to your mana pool.						
Soldevi Excavations	LAN	R	•••	LDa		AI
When Excavations comes into play, sacrifice an untapped island or bury Excavations. T: Add U1 to your mana pool. 1, T: Look at the top of your library. You may put that card on the bottom of your library.						
Sorrow's Path	LAN	R	•	RAF		DK
T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.						
2 **Strip Mine**	LAN	U	•••••	DGe		AQ,4th
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.						
Sulfurous Springs	LAN	R	••••	PFo		IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.						
Svyelunite Temple	LAN	U	•••	MPo		FE
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Svyelunite Temple to add UU to your mana pool.						
Swamp	LAN	C	—	Multi		A,B,U,R,4TH,IA
T: Add B to your mana pool. Artists: DFr, DSh (Ice Age), BEg (Mirage).						
Tabernacle at Pendrell Vale	LL	R	•••	NLe		LG
All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.						
Taiga	LAN	R	•••••	RAl		A,B,U,R
T: Add G or R to your mana pool. Counts as a Forest and a Mountain.						
Teferi's Isle	LL	R	•			MG
Phasing. Comes into play tapped. T: Add UU to your mana pool.						
Thawing Glaciers	LAN	R	••	JMe		AI
Comes into play tapped. 1, T: Search your library for a basic land and put it into play tapped. At the end of your turn, return Glaciers to owner's hand.						
Timberline Ridge	LAN	R	••	JMe		IA
If there are any counters on Ridge, it does not untap. Remove a depletion counter from TRidge at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Ridge. T: Add R to your mana pool and put a depletion counter on Ridge.						
Tolaria	LL	U	•	NLe		LG
T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.						
Tropical Island	LAN	R	•••••	JMy		A,B,U,R
T: Add G or U to your mana pool. Counts as a Forest and an Island.						
Tundra	LAN	R	•••••	JMy		A,B,U,R
T: Add U or W to your mana pool. Counts as an Island and a Plains.						
Underground River	LAN	R	••••	Nth		IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add U to your mana pool and take 1 damage.						
Underground Sea	LAN	R	•••••	RAl		A,B,U,R
T: Add B or U to your mana pool. Counts as a Swamp and an Island.						
Unholy Citadel	LAN	U	•	MPo		LG
All your black legends may band with other legends.						
Urborg	LL	U	••	BWa		LG
T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.						
Urza's Mine	LAN	C	••	AMa		AQ,CH
T: Add 1 to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add 2 to your mana pool.						
Urza's Power Plant	LAN	C	••	MTe		AQ,CH
T: Add 1 to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add 2 to your mana pool.						
Urza's Tower	LAN	C	••	MPo		AQ,CH
T: Add 1 to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add 3 to your mana pool.						
Veldt	LAN	R	••	BWa		IA
If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Veldt. T: Add W to your mana pool and put a depletion counter on Veldt.						
Volcanic Island	LAN	R	•••••	BSn		B,U,R
T: Add U or R to your mana pool. Counts as an Island and a Mountain.						
Wizards' School	LAN	U	••	PMo		HL
T: Add 1 colorless mana to your pool. 1, T: Add U to your pool. 2, T: Add W to your pool. 2, T: Add B to your pool.						

At the beginning of a player's turn, before the untap phase, the player must take a counter for each of his or her lands that is not tapped. During the player's upkeep, Power Surge does 1 damage to that player for each counter; the counters are then discarded.

POWER SURGE WINTER ORB

Power Surge and Winter Orb: When a Winter Orb hits the table, land-based mana production grinds nearly to a halt. In order to cast anything big, your opponent will have to wait several turns for enough land to untap, and Power Surge makes this wait sting. You, on the other hand, prepared with mana critters and a mana sink like Mishra's Factory, can sit back and watch him fry.

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VISIONS

TQ players guide

MAGIC: THE GATHERING: VISIONS

WIZARDS OF THE COAST—1997

Full Set (167 cards)

ARTIFACTS

Name	Kind	CR	Artist	Cost
Anvil of Bogardan	ART	R	RRa	2
Each player skips his or her discard phase. During each player's draw phase, that player draws an additional card and then chooses and discards a card.				
Brass-Talon Chimera	AC	U	MDi	4
First strike. Counts as a Chimera. Sacrifice Brass-Talon Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains first strike permanently. 2/2.				
Diamond Kaleidoscope	ART	R	RSp	4
3, T: Put a Prism token into play. Treat this token as a 0/1 artifact creature. Sacrifice a Prism token: Add one mana of any color to your mana pool.				
Dragon Mask	ART	U	CHo	3
3, T: Target creature you control gets +2/+2 until end of turn. At end of turn, if that creature is in play, return it to owner's hand.				
Helm of Awakening	ART	U	ARe	2
All spells cost one generic mana less to play.				
Iron-Heart Chimera	AC	U	MDr	4
Attacking does not cause Iron-Heart Chimera to tap. Counts as a Chimera. Sacrifice Iron-Heart Chimera: Put a +2/+2 counter on target Chimera and attacking doesn't cause that Chimera to tap. 2/2.				
Juju Bubble	ART	U	DGi	1
Cumulative upkeep: 4. If you play a card, bury Bubble. 2: Gain 1 life.				
Lead-Belly Chimera	AC	U	MDr	4
Trample. Counts as a Chimera. Sacrifice Lead-Belly Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains trample permanently. 2/2.				
Magma Mine	ART	U	RSp	1
4: Put a counter on Magma Mine. T: Sacrifice Magma Mine: For each counter on it, Mine deals 1 damage to target creature or player.				
Matopi Golem	AC	U	TKy	5
1: Regenerate and put a -1/-1 counter on Matopi Golem. 3/3.				
Phyrexian Marauder	AC	R	DSe	X
Phyrexian Marauder comes into play with X +1/+1 counters on it. Phyrexian Marauder cannot block. Phyrexian Marauder cannot attack unless you pay 1 for each +1/+1 counter on it. 0/0.				
Phyrexian Walker	AC	C	BTa	0
0/3.				
Sands of Time	ART	R	PLe	4
Each player skips his or her untap phase. At the beginning of each player's turn, untap each tapped artifact, creature, and land he controls and tap each untapped artifact, creature, and land he controls.				
Sisay's Ring	ART	C	DGi	4
T: Add two colorless mana to your mana pool.				
Snake Basket	ART	R	RRa	4
X, Sacrifice Snake Basket: Put X Cobra tokens into play. Treat these tokens as 1/1 green creatures. Play this ability as a sorcery.				
Teferi's Puzzle Box	ART	R	KFo	4
During each player's draw phase, that player counts the cards in his or her hand, puts those cards on the bottom of his or her library, and a then draws that number of cards.				
Tin-Wing Chimera	AC	U	MDr	4
Flying. Counts as a Chimera. Sacrifice Tin-Wing Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying. 2/2.				
Triangle of War	ART	R	IMi	1
2, Sacrifice Triangle of War: Choose target creature you control and target creature an opponent controls. Each creature deals an amount of damage equal to its power to the other.				
Wand of Denial	ART	R	SLu	2
T: Look at the top card of target player's library. If that card is a nonland card, you may pay 2 life to put it into that player's graveyard.				

Tin-Wing Chimera
Artifact Creature
Flying
Tin-Wing Chimera counts as a Chimera.
Sacrifice Tin-Wing Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying permanently.
Mike Dringenberg
2/2

You may choose to play Mystic Veil as an instant; if you do, bury it at end of turn.
Enchanted creature cannot be the target of spells or effects.
"Magic is my thread, my will the needle. I weave over you as if you never were."
—Pontus of Hanau

TIN-WING CHIMERA MYSTIC VEIL

Tin-Wing Chimera and Mystic Veil: Hey look! It's *Magic*'s very own version of Voltron! Slap those chimera's together and you can have a pretty nasty beast. How does 8/8 flying, trample, first strike, doesn't-tap-when-attacking sound? Of course it ain't worth squat if your opponent has a Shatter or Disenchant, so protect your monstrosity with Mystic Veil.

BLACK

Name	Kind	CR	Artist	Cost
Aku Djinn	SC	R	TMi	BB3
Trample. During your upkeep, each opponent puts a +1/+1 counter on each creature he or she controls. 5/6.				
Blanket of Night	EN	U	CMi	BB1
Each mana-producing land is a swamp in addition to its normal type.				
Brood of Cockroaches	SC	U	Multi	B1
If Brood of Cockroaches is put into your graveyard from play, pay 1 life and return Brood of Cockroaches to your hand at end of turn. 1/1.				
Coercion	SOR	C	TDi	B2
Look at target opponent's hand. Choose a card from that player's hand. That player discards that card.				
Crypt Rats	SC	C	PLe	B2
X: Crypt Rats deals X damage to each creature and player. Spend only black mana in this way. 1/1.				
Dark Privilege	EC	C	TKy	B1
Enchanted creature gets +1/+1. Sacrifice a creature: Regenerate enchanted creature.				
Death Watch	EC	C	BHo	B
If enchanted creature is put into any graveyard, that creature's controller loses an amount of life equal to its power and you gain an amount of life equal to its toughness.				
Desolation	EN	U	GPr	BB1
At the end of each turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed in this way, Desolation deals 2 damage to that plains' controller.				
Fallen Askari	SC	C	ASm	B1
Flanking. Fallen Askari cannot block. 2/2.				
Forbidden Ritual	SOR	R	CRu	BB2
Sacrifice a card in play: Target opponent loses 2 life unless he or she sacrifices a permanent or chooses and discards a card. You may repeat this process as many times as you choose.				
Funeral Charm	INS	C	GSp	B
Choose one—Target player chooses and discards a card; or target creature gets +2/-1 until end of turn; or target creature gains swampwalk until end of turn.				
Infernal Harvest	SOR	C	NHe	B1
Return X swamps you control to owner's hand: Infernal Harvest deals X damage, divided any way, among any number of target creatures.				
Kaervek's Spite	INS	R	BTa	BBB
Sacrifice all permanents, Discard your hand: Target player loses 5 life.				
Necromancy	EN	U	PVe	B2
You may play Necromancy as an instant; if you do, bury it at end of turn. When you play Necromancy, choose a creature in your graveyard. When Necromancy comes into play, put that creature into play as though just played and Necromancy becomes an enchantment that targets the creature. If Necromancy leaves play, bury the creature.				
Necrosavant	SC	R	JCo	BBB3
3BB, Sacrifice a creature: Put Necrosavant into play. Use this ability only during your upkeep and only if Necrosavant is in your graveyard. 5/5				
Nekrataal	SC	U	ASm	BB2
First strike. When Nekrataal comes into play, bury target nonartifact, nonblack creature. 2/1.				
Pillar Tombs of Aku	EW	R	TNi	BB2
During each player's upkeep, that player sacrifices a creature, or that player loses 5 life and you bury Pillar Tombs of Aku.				
Python	SC	C	SWh	BB1
3/2.				
Suq'Ata Assassin	SC	U	GGi	BB1
Suq-Ata Assassin cannot be blocked except by artifact or black creatures. If Suq-Ata Assassin attacks and is not blocked, defending player gets a poison counter. 1/1.				
Tar Pit Warrior	SC	C	GPr	B2
If Tar Pit Warrior is the target of a spell or effect, bury Warrior. 3/4.				
Urborg Mindsucker	SC	C	TDi	B2
B, Sacrifice Urborg Mindsucker: Target opponent discards a card at random. Play this ability as a sorcery. 2/2.				
Vampiric Tutor	INS	R	GLe	B
Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.				
Vampirism	EC	U	GLe	B1
Draw a card at the beginning of the upkeep of the turn after Vampirism comes into play. Enchanted creature gets +1/+1 for each other creature you control. All other creatures you control get -1/-1.				
Wake of Vultures	SC	C	JMi	B3
Flying. B1, Sacrifice a creature: Regenerate. 3/1.				
Wicked Reward	INS	C	DAG	B1
Sacrifice a creature: Target creature gets +4/+2 until end of turn.				

BLUE

Name	Kind	CR	Artist	Cost
Betrayal	EC	C	GLe	U
Play only on a creature an opponent controls. If enchanted creature becomes tapped, draw a card.				
Breezekeeper	SC	C	ARe	U3
Flying, phasing. 4/4.				
Chronatog	SC	R	CRu	U1
Skip your next turn: Chronatog gets +3/+3 until end of turn. Use this ability only once each turn. 1/2.				
Cloud Elemental	SC	C	ARe	U2
Flying. Cloud Elemental can only block creatures with flying. 2/3.				
Desertion	INT	R	RKF	UU3
Counter target spell. If that spell is an artifact or summon spell, put that card into play under your control as though it were just played.				
Dream Tides	EN	U	JTi	UU2
Creatures do not untap during their controllers' untap phase. Each nongreen creature's controller may pay an additional 2 during his or her upkeep to untap that creature.				
Flooded Shoreline	EN	R	RKu	UU
UU, Return two islands you control to owner's hand: Return target creature to owner's hand.				
Foreshadow	INS	U	GPr	U1
Name a card. Put the top card from target opponent's library into his or her graveyard. If that card is the one named, draw the card. Draw a card at the beginning of the next turn's upkeep.				
Impulse	INS	C	BTa	U1
Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library.				
Inspiration	INS	C	ZSa	U3
Target player draws two cards.				
Knight of the Mists	SC	C	HMc	U2
Flanking. When Knight of the Mists comes into play, pay U or bury target Knight. 2/2.				

Man-o'-War SC C JMu U2
When Man-o'-War comes into play, return target creature to owner's hand. 2/2.

Mystic Veil EC C DAG U1
You may play Mystic Veil as an instant; if you do, bury it at end of turn. Enchanted creature cannot be the target of spells or effects.

Ovinomancer SC U KWa U2
When Ovinomancer comes into play, return three basic lands you control to owner's hand or bury Ovinomancer. T, Return Ovinomancer to owner's hand: Bury target creature and put a Sheep token into play under the control of the creature's controller. Treat this token as a 0/1 green creature. 0/1.

Prosperity SOR U DFr UX
Each player draws X cards.

Rainbow Efreet SC R NHe U3
Flying. UU: Phase out. 3/1.

Shimmering Efreet SC U TGi U2
Flying, phasing. When Shimmering Efreet phases in, target creature phases out. 2/2.

Shrieking Drake SC C IMi U
Flying. When Shrieking Drake comes into play, return a creature you control to owner's hand. 1/1.

Mundungu SC U TNi BU1
T: Counter target spell unless that spell's caster pays an additional 1 and 1 life. Play this ability as an interrupt. 1/1.

Pygmy Hippo SC R SWh UG
If Pygmy Hippo attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, defending player draws all mana from his or her lands and then his or her mana pool is emptied. After combat, add an equal amount of colorless mana to your mana pool. 2/2.

Righteous War EN R IMi BW1
All white creatures you control gain protection from black. All black creatures you control gain protection from white.

Scalebane's Elite SC U SLu GW3
Protection from black. 4/4.

Simoon INS U RGa GR
Simoon deals 1 damage to each creature target opponent controls.

Squandered Resources EN R RKu BG
Sacrifice a land: Add to your mana pool one mana of any type the sacrificed land could produce.

Suleiman's Legacy EN R KFo RW
When Suleiman's Legacy comes into play, bury all Djinns and Efreets. Whenever a Djinn or Efreet comes into play, bury it.

Mortal Wound EC C KWa G
If damage is dealt to enchanted creature, destroy it.

Natural Order SOR R TNi GG2
Sacrifice a green creature: Search your library for a green creature card, put it into play as if it were just played, then shuffle your library.

Panther Warriors SC C CFe G4
6/3.

Quirion Druid SC R JMa G2
G, T: Target land becomes a 2/2 green creature permanently. That land still counts as a land. 1/2.

Quirion Ranger SC C TKy G
Return a forest you control to owner's hand: Untap target creature. Use this ability only once each turn. 1/1.

River Boa SC C SWh G1
Islandwalk. G: Regenerate. 2/1.

Rowen EN R JMu GG2
During your draw phase, reveal the first card you draw to all players. If that card is a basic land, draw a card.

Spider Climb EC C RSp G
You may choose to play Spider Climb as an instant; if you do, bury it at end of turn. Enchanted creature gets +0/+3 and can block creatures with flying.

Quirion Druid, Natural Order and Viashivan Dragon: Sure, you can sacrifice the Kyscu Drake and the Spitting Drake to get your pet Viashivan into play, but this method is much more environmentally sound. Use the Quirion Druid to turn one of your lands into a 2/2 green creature and then sac it to Natural Order to fetch the Viashivan. Now that's what I call recycling!

Teferi's Realm EW R ARa UU1
At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands, or glob. enchantments. All cards of type phase out.

Three Wishes INS R GPr UU1
Take the top three cards from your library, look at them, and set them aside face down. You may play those cards as though they were in your hand. At the beginning of your next turn, bury any of those cards not played.

Time and Tide INS U GPr UU
All creatures that are phased out phase in and all creatures with phasing phase out.

Undo SOR C TNi UU1
Return two target creatures to owner's hand.

Vanishing EC C JMa U
UU: Enchanted creature phases out.

Vision Charm INS C GSp U
Choose one—Target artifact phases out; or put the top four cards from target player's library into his or her graveyard; or all lands of one type are basic lands of your choice until end of turn.

Waterspout Djinn SC U TGi UU2
Flying. During your upkeep, return an untapped island you control to owner's hand or bury Waterspout Djinn. 4/4.

COLD

Army Ants SC U Multi BR1
T: Sacrifice a land: Destroy target land. 1/1. Artists: GDa & IRa.

Breathstealer's Crypt EN R BDR BU2
Whenever any player draws a card, he or she reveals that card. If the card is a creature card, that player pays 3 life or discards the card.

Corrosion EN R MDa BR1
Cumulative upkeep: 1. During your upkeep, put a rust counter on each artifact target opponent controls. If the number of rust counters on an artifact equals or exceeds that artifact's casting cost, bury the artifact. If Corrosion leaves play, remove all rust counters from the game.

Femeref Enchantress SC R DAG GW
When an enchantment is put into a graveyard from play, draw a card. 1/2.

Firestorm Hellkite SC R PVe BU4
Flying, trample. Cumulative upkeep: UR. 6/6.

Guiding Spirit SC R TNi UW1
Flying. T: If the top card of target player's graveyard is a creature card, put that card on the top of that player's library. 1/2.

Tempest Drake SC U GGr UW1
Flying. Attacking does not cause Tempest Drake to tap. 2/2.

Viashivan Dragon SC R IMi GGRR2
Flying. R: +1/+0 until end of turn. G: +0/+1 until end of turn. 4/4.

GREEN

Bull Elephant SC C SWh G3
When Bull Elephant comes into play, return two forests you control to owner's hand or bury Bull Elephant. 4/4.

City of Solitude EN R RKu G2
Each player may play spells and abilities only during his or her turn.

Creeping Mold SOR U DSt GG2
Destroy target artifact, land, or enchantment.

Elephant Grass EN U TRo G
Cumulative upkeep: 1. Block creatures cannot attack you. Nonblack creatures cannot attack you unless their controller pays an additional 2 for each attacking creature.

Elven Cache SOR C JMa GG2
Return target card from your graveyard to your hand.

Emerald Charm INS C GSp G
Choose one—Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Feral Instinct INS C UFr G1
Target creature gets +1/+1 until end of turn. Draw a card at the beginning of the next turn's upkeep.

Giant Caterpillar SC C ZSa G3
G, Sacrifice Giant Caterpillar: Put a Butterfly token into play at end of turn. Treat this token as a 1/1 green creature with flying. 3/3.

Katabatic Winds EN R GGi G2
Phasing. Creatures with flying cannot attack, block, or use any ability that includes "Tap" in the activation cost.

King Cheetah SC C TNi G3
You may play King Cheetah whenever you can play an instant. 3/2.

Kyscu Drake SC U Multi G3
Flying. G: +0/+1 until end of turn. You cannot spend more than G in this way each turn. Sacrifice Kyscu Drake and Spitting Drake: Search your library for Viashivan Dragon and put it into play. 2/2.

Lichenthrope SC R BEg GG3
For each 1 damage dealt to Lichenthrope, put a -1/-1 counter on it instead. During your upkeep, remove one of these -1/-1 counters from Lichenthrope. 5/5.

Stampeding Wildebeests SC U RGa GG2
Trample. During your upkeep, return a green creature you control to owner's hand. 5/4.

Summer Bloom SOR U NLe G1
You may play up to three additional lands this turn.

Uktabi Orangutan SC U UFr G2
When Uktabi Orangutan comes into play, destroy target artifact. 2/2.

Warthog SC C SWh GG1
Swampwalk. 3/2.

Wind Shear INS U JMa G2
All attacking flying creatures get -2/-2 and lose flying 'til end of turn.

RED

Bogardan Phoenix SC R DOC RRR2
Flying. If Bogardan Phoenix is put into any graveyard from play and has no death counter on it, return Bogardan Phoenix to play and put a death counter on it; if Phoenix is put into any graveyard from play and has a death counter on it, remove it from the game. 3/3.

Dwarven Vigilantes SC C PVe R2
If Dwarven Vigilantes attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, Vigilantes deals an amount of damage equal to its power to target creature. 2/2.

Elkin Lair EW R JTi R3
During each player's upkeep, that player chooses a card at random from his or her hand and sets it aside face up. The player may play that card as though it were in his or her hand. If the player does not play the card by end of turn, bury that card.

Fireblast INS C MDa RR4
You may sacrifice two mountains instead of paying Fireblast's casting cost. Fireblast deals 4 damage to target creature or player.

Goblin Recruiter SC U SKi R1
When Goblin Recruiter comes into play, search your library for any number of Goblin cards. Reveal those cards to all players. Shuffle your library, then put the cards on top of your library in any order. 1/1.

Goblin Swine-Rider SC C Multi R
If Swine-Rider is blocked, it deals 2 damage to each attacking creature and 2 damage to each blocking creature. 1/1. Artists: GDa & IRa.

Hearth Charm INS C GSp R
Choose one—Destroy target artifact creature; or all attacking creatures get +1/+0 until end of turn; or target creature with power 2 or less is unblockable this turn.

players guide

• Restricted
Banned

† Restricted in type 1 only
‡ Banned from type 1.5 only
ART Artifact

AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep

EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

players guide

Name	Kind	CR	Artist	Cost
Description				

Heat Wave EN U SKi R1
Cumulative upkeep: R. Blue creatures cannot block creatures you control. Nonblue creatures cannot block creatures you control unless their controller pays an additional 1 life for each blocking creature.

Hulking Cyclops SC U TDi RR3
Hulking Cyclops cannot block. 5/5.

Keeper of Kookus SC C SHa R
R: Protection from red until end of turn. 1/1.

Kookus SC R SHa RR3
Trample. During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able. R: +1/+0 until end of turn. 3/5.

Lightning Cloud EN R JMa R3
R: Lightning Cloud deals 1 damage to target creature or player. Use this ability only when a red spell is successfully cast and only once for each such spell

Mob Mentality EC U DSh R
Enchanted creature gains trample. If all non-wall creatures you control attack, enchanted creature gets +*/+0 until end of turn, where * is equal to the number of attacking creatures.

Ogre Enforcer SC R PVe RR3
Ogre Enforcer cannot be destroyed by lethal damage unless a single source deals enough damage to destroy it. 4/4.

Raging Gorilla SC C TKy R2
If Gorilla blocks or is blocked, it gets +2/-2 until end of turn. 2/3.

Relentless Assault SOR R Multi RR2
Untap all creatures that attacked this turn. You may declare an additional attack during your main phase this turn. Artists: GDa & JRa.

Rock Slide INS C MKe RX
Rock Slide deals X damage, divided any way you choose, among any number of target attacking or blocking creatures without flying.

Solfatara INS C OPe R2
Target player cannot play any land cards this turn. Draw a card at the beginning of the next turn's upkeep.

Song of Blood SOR C EPe R1
Put the top four cards from your library into your graveyard. For each creature card put into your graveyard in this way, all creatures that attack this turn get +1/+0 until end of turn.

Spitting Drake SC U Multi R3
Flying. R: +1/+0 until end of turn. You can't spend more than R in this way each turn. 2/2. Artists: GDa & IRa.

Suq'Ata Lancer SC C JMi R2
Flanking. Suq-Ata Lancer is unaffected by summoning sickness. 2/2.

Talruum Champion SC C PVe R4
First Strike. Whenever Talruum Champion blocks or is blocked by any creature, that creature loses first strike until end of turn. 3/3.

Talruum Piper SC U PVe R4
All creatures with flying able to block Talruum Piper do so. 3/3.

Tremor SOR C MDa R
Tremor deals 1 damage to each creature without flying.

Viashino Sandstalker SC U ARo RR1
Viashino Sandstalker is unaffected by summoning sickness. At the end of any turn, return Viashino Sandstalker to owner's hand. 4/2.

Name	Kind	CR	Artist	Cost
Description				

WHITE

Archangel SC R CRu WW5
Flying. Attacking does not cause Archangel to tap. 5/5.

Daraja Griffin SC U SGr W3
Flying. Sacrifice Daraja Griffin: Destroy target black creature. 2/2.

Equipoise EN R ARe W2
During your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out. Repeat this process for artifacts and then for creatures.

Eye of Singularity EW R EPe W3
When Eye of Singularity comes into play, bury all permanents with the same name except basic lands. Whenever any permanent other than a basic land comes into play, bury any permanent already in play with the same name.

Freewind Falcon SC C UFr W1
Flying, protection from red. 1/1.

Gossamer Chains EN C SLu WW
Return Gossamer Chains to owner's hand: Target unblocked creature deals no combat damage this turn.

Parapet EN C MPo W1
You may choose to play Parapet as an instant; if you do, bury it at end of turn. All creatures you control get +0/+1.

Peace Talks SOR U RRa W1
During this turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player.

Relic Ward EA U JCo W1
You may choose to play Relic Ward as an instant; if you do, bury it at end of turn. Enchanted artifact cannot be the target of spells or effects.

Remedy INS C ZSa W1
Prevent up to 5 damage to any numbers of creatures and/or players.

Resistance Fighter SC C CFe W
Sacrifice: Target creature deals no combat damage this turn. 1/1.

Retribution of the Meek SOR R NHe W2
Bury all creatures with power 4 or greater.

Righteous Aura EN C JMi W1
W, Pay 2 life: Prevent all damage to you from any one source.

Sun Clasp EC C JCo W1
Enchanted creature gets +1/+3. W: Return enchanted creature to owner's hand.

Nekrataal
Summon Nekrataal
First strike
When Nekrataal comes into play, bury target nonartifact, nonblack creature
"I have seen the horrors Koerwek has traed. My betrayal is certain—but it Koerwek er of Jamuraa. I cannot sav. Jehrad
Illus. Adrian Smith

Artifact
2, ⟳: Target creature you control gets +2/+2 until end of turn. At end of turn, if that creature is in play, return it to owner's hand.
"With no further options, I was forced to don the mask."
Rashida Scalebane
Illus. Craig Hooper

NEKRATAAL DRAGON MASK

Nekrataal and Dragon Mask: Here's one nasty combo that'll make your opponent's head spin. First, play the Nekrataal, wiping out one of your opponent's creatures in the process. Next turn, pump it up with the Dragon Mask. "Let's see...this turn I kill one of your creatures. Then next turn I attack you with my 4/3 first strike creature!" Repeat ad nauseam.

Honorable Passage INS U JMi W1
Prevent all damage to you or target creature from any one source. If that source is red, Honorable Passage deals to the source's controller an amount of damage equal to the amount of damage prevented.

Hope Charm INS C GSp W
Choose one—Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target local enchantment.

Infantry Veteran SC C CRu W
T: Target attacking creature gets +1/+1 until end of turn. 1/1.

Jamuraan Lion SC C SGr W2
W, T: Target creature cannot block this turn. 3/1.

Knight of Valor SC C JMi W2
Flanking. W1: Each creature without flanking blocking Knight of Valor gets +1/-1 until end of turn. Use this ability only once each turn. 2/2.

Longbow Archer SC U EPe WW
First strike. Longbow Archer can block creatures with flying. 2/2.

Miraculous Recovery INS U BHo W4
Put target creature card from your graveyard into play and put a +1/+1 counter on that creature. Treat the creature as though it were just played.

Teferi's Honor Guard SC U CFe W2
Flanking. UU: Phase out. 2/2.

Tithe INS R JMu W
Search your library for a plains card. If you control fewer lands than target opponent, you may search your library for an additional plains card. Reveal those cards to all players and put them into your hand.

Warrior's Honor INS C DAG W2
All creatures you control get +1/+1 until end of turn.

Zhalfirin Crusader SC R ARa WW1
Flanking. W1: Redirect 1 damage from Zhalfirin Crusader to target creature or player. 2/2.

LANDS

Coral Atoll LAN U JAv —
Comes into play tapped. When Coral Atoll comes into play, return an untapped island you control to owner's hand or bury Coral Atoll. T: Add U and one colorless mana to your mana pool

Dormant Volcano LAN U JAv —
Comes into play tapped. When Dormant Volcano comes into play, return an untapped island you control to owner's hand or bury Dormant Volcano. T: Add R and one colorless mana to your mana pool

Everglades LAN U BEg —
Comes into play tapped. When Everglades comes into play, return an untapped island you control to owner's hand or bury Everglades. T: Add B and one colorless mana to your mana pool

Griffin Canyon LAN R SGr —
T: Add one colorless mana to your mana pool. T: Untap target Griffin. That Griffin gets +1/+1 until end of turn.

Jungle Basin LAN U JAv —
Comes into play tapped. When Jungle Basin comes into play, return an untapped island you control to owner's hand or bury Jungle Basin. T: Add G and one colorless mana to your mana pool

Karoo LAN U ZSa —
Comes into play tapped. When Karoo comes into play, return an untapped island you control to owner's hand or bury Karoo. T: Add W and one colorless mana to your mana pool

Quicksand LAN U RRa —
T: Add one colorless mana to your mana pool. T: Sacrifice Quicksand: Target attacking creature without flying gets -1/-2 until end of turn.

Undiscovered Paradise LAN R DOC —
T: Add one mana of any color to your mana poo./ At the beginning of your next untap phase, return Undiscovered Paradise to owner's hand.

Snake Basket
Artifact
⊗, Sacrifice Snake Basket: Put X Cobra tokens into play. Treat these tokens as 1/1 green creatures. Play this ability as a sorcery.
"Uh, does anyone have a flute?"
—Rana, Suq'Ata market fool
Illus. Roger Raupp

Mob Mentality
Enchanted creature gains trample.
If all non-Wall creatures you control attack, enchanted creature gets +*/+0 until end of turn, where * is equal to the number of attacking creatures.
"Why is Rana stupider than usual?"
Rana, Suq'Ata market fool

SNAKE BASKET MOB MENTALITY

Snake Basket and Mob Mentality: There's nothing more fierce than a mob of angry snakes, and this combo proves it! After churning a bushel of snakes out of your Snake Basket (Just how much is a bushel? About four pecks, of course.), give one of them the mentality of the mob and run your opponent into the ground.

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The Dreamlands

MYTHOS: CALL OF CTHULHU- THE DREAMLANDS (CHAOSIUM)

TQUEST players guide

Full Set (210 cards including 10 Investigator cards)

ADVENTURES

Name / Requisites	Value	Sanity	Rarity
A Lender Be Tukor, 2 Tomes (different languages), 2 Spells (different icons), 3 Great Library of the Dreamlands (different cards).	5	+2	C
A Midsummer Night's Dream The Children Have Sweet Dreams, House (in Walking World), Gate of Deeper Slumber, Cavern of Flame, Nightmare, Site (in Walking World).	8	+2	R
Armed and Clueless Ruins, Enchanted Weapon, Dreamer, Location (in the East), Location (in the West), Location (in a third region).	7	+3	R
Art of Magic, The Library, Site, Gate Location, 2 Allies (spiritualists, occultists, priests or dreamers), Tome (in a language you do not know), Spell.	5	+2	U
Beyond Your Wildest Dreams Exotic Location, Travel by Land, Travel by Air, Star, Tome, Spell, Priest.	5	+2	C
Carter's Quest Carter's Clock, Randolph Carter, Site, Fantastic Dream, Snake-den, Lair Monster, Zebra or Yak, Corrupt Cultist, Island Location, Friend, Castle of the Great Ones on Kadath, King.	12	+4	R
Come Sail Away Kingsport Location, Seaman, Travel By Sea, Basil Elton, Lighthouse, Port, Dreamlands Location.	6	+2	C
Days of Wine and Roses House Location (in Kingsport), Sun Spots, Harbor of Celephais, Lute of Oonai, Wine of Pnoth, Evening, Steadfast Ally, Awful Doom of Cerrit.	10	+3	R
Doomed if You Do Living Dead Ally, Mnar (3 Different Locations), Being of Ib, Bokrug, Spell, Tome (With Dreamlands Icon).	8	+3	C
Even Stronger Case of Charles Fort, The Gentleman, Rain of Fish, Swarm of Insects, Phobia, Strange Humanoid Encounters, Country, Port or Station.	6	+2	R
Four-Armed is Forewarned Weapon, Explorer, Night, Underworld Location, Phobia.	5	+2	C
Gathering, The Chief, Priest, Merchant, Dreamer, 3 Locations (in different cities, towns or villages), Weapon, Accouterments of Heroes, Church (or Temple).	7	+2	C
Great Menagerie, The Adventurer or Explorer, 3 Outside Locations (different), 4 Monsters (of different subtypes), City Location.	5	+2	C
Hero's Journey The Gathering, 2 Travel Events, Underworld Location, non-Underworld Location, Great Old One or Outer God, Day.	7	+2	U
If I Ran the Zoog Yak, Opal Throne, King, Voonith, Vale of Pnoth, Buopoth, Temple of Bokrug, Angry Zoogs.	13	3	U
Meow Ceremony, The Cats of Ulthar, Market Place, White Whale Inn, Cat From Saturn, The Cat Chieftain, Hovel of the Cat Haters, Petition of Menes.	7	+2	C
Moon Quest Night, King of Ilek-Vad, Merchant, Location that costs sanity, Black Galley, Far Side of the Moon, Moon Beast.	8	+2	U
Perchance... Day, Wine of Pnoth, Twister, House, Palace, Monster, Angry Zoogs.	5	+2	C
Sorcerer's Apprentice, The Tome, Spell, Enchanted Wood, Elephant Caravan, Nightgaunt, Peaks of Thok, Town, Temple of Loveliness, Day.	9	+2	R

ALLIES

Name / Description	Location	Value	Sanity	Rarity
Atal the High Priest Steadfast Priest. Knows English and Latin. You may bury Atal instead of paying the sanity cost for casting a spell.	Ult	1	—	U
Barzai the Wise Steadfast Occultist, Knows English. Can know any two Dream icon spells; can know any one spell otherwise. Bury spells after they are cast.	Ult	1	—	R
Basil Elton Steadfast Dreamer. Knows English. You may use any Travel by Sea Event to travel within the same region.	Kin	2	—	C
Captain of the White Ship Steadfast Dreamer. Knows English. Can be played in the Dreamlands or in the Walking World. You may play a Travel by Sea when normally prohibited by a Storm event.	Wat	1	—	C
Cat Chieftain Steadfast Chief. Knows no Languages. Cannot be played if you have the Zoog Chieftain in play. As your turn, if your current location features the city attribute you may flip this card face-down and immediately play a new location that features the city attribute in the same region right-side-up on top of your story deck.	Ult	1	+1	C
Etienne-Laurent de Marigny Steadfast Explorer and Dreamer. Knows English, French and Greek.	Any	1	—	R
Ghost-Being of Ib Flip the Ghost-Being face-down and cause an opponent to flip an artifact of your choice face-down.	Mnar	1	—	U
Haragrim Steadfast Soldier. Knows English. Protects against Ambush and Highway Robbery. When played against you, you may bury Haragrim instead.	Cel	3	—	R
Hesper Payne Corrupt Cultist and Spiritualist. Knows English and Greek. Can know any one spell. Bury spell after it is cast.	Rin	2	-1	R
Howard Lovecraft Steadfast Author and Dreamer. Knows English and Hyperbean. As a turn, you may flip this card face-down and draw a new card from the top of your Mythos deck.	Any	1	+1	C
Hunter, The Steadfast Adventurer. Knows English. You may bury The Hunter instead of paying the sanity cost for playing a monster or joined monster cards to your Threat.	Any	2	—	U
Ibbix the Harbormaster Steadfast Seaman. Knows English. You may play a location that does not feature the water attribute but otherwise meets the requirements of a Travel by Sea event.	Cel	2	—	R
Iranon the Explorer Steadfast Explorer and Musician. Knows English. Spend a turn with Iranon in any country site location and bury one phobia.	Any	2	—	C
King Kuranes Steadfast Kind and Gentleman. Knows English. Command Ability: As long as he is chosen as a defending ally, raises the value of all steadfast defending allies by one point per card. Not cumulative with another ally's command ability.	Cel	3	—	C
King of Ilek-Vad, The Steadfast King. Knows English and Hyperborean. To play this card you must also bury Randolph Carter; you may not play him while you have the King of Ilek-Yak in play. You may flip this card face-down and draw two new cards from the top of your Mythos deck.	Ilek	3	+1	U
Kranon Steadfast Gentleman, Knows English. During combat, if your current location is in Ulthar subtract 1 from each directed threat attacking your investigator.	Ult	2	—	C
Lin Carter Steadfast Author and Dreamer. Knows English and Atlantean. As a turn you may flip this card face-down and draw a new card from the top of your Mythos deck.	Any	1	—	U
Merchant of Ill Repute Corrupt Cultist and Merchant. Knows English. As your turn you may bury the Merchant of Ill Repute and cause an opponent to bury a random artifact.	Dyl	1	—	C
Nasht & Kaman-Thah Steadfast Priests. Know English and Latin. While your current location is The Cavern of Flame, as a turn you may bury Nasht & Kaman-Thah and immediately play any Walking World location (Except Exotic) right-side-up.	Tem	2	+1	C
Old Woman of the Enchanted Wood Corrupt Cultist. Knows English. As your turn, you may bury Old Woman to cause an opponent to discard one random Steadfast Ally.	Ouk	1	-1	U
Randolph Carter Steadfast Dreamer. Knows English. Can be played in Dreamlands or W. World. Can join with 1 steadfast ally if you are in the Dreamlands.	Cou	2	—	C
Richard Upton Pickman Corrupt Friend. Knows English. Can be played in Dreamlands or in the Walking World. You may play Ghouls as allies at Country/Gate locations. While at a cemetary, you may play Crag of Ghouls right side-up.	Cem	1	—	C
Taran-Ish Steadfast Priest. Living Dead. Knows English and Glyphs. Can know any one spell. When spell is cast you may choose to either bury the spell of flip the spell face-down and pay it's Sanity cost.	Mnar	1	—	C
Tukor Steadfast Scholar. Knows Atlantean, Hyperbean and Glyphs. As your turn you may bury this card and play a tome in any location.	Lib	1	—	C
Wandering Peddler Steadfast Merchant. Knows English. You may bury the Wandering Peddler instead of paying the sanity cost for playing one artifact.	Any	2	—	U
Zoog Chieftain Corrupt Chief. Knows no languages. Cannot be played if you have the Cat Chieftain in play. As your turn, if your current location is a country location, you may flip this card and immediately play a new country location in the same sub-region right-side-up on top of your story deck.	Ouk	1	+1	C

ARTIFACTS

Name / Description	Sanity	Rarity
Accoutrements of Heroes Ignore the bonus values of weapons or enchanted weapons directed against your Investigator	-1	U
Battle Axe +3 value. Ally is now steadfast.	—	R
Carter's Clock Bury this card and move any location in your story deck to the top of the deck. Ignore sanity gain/loss; may reuse gate.	-1	R
Crystal Sword +2 value. If the Ally bearing the Crystal Sword meets an opponent's defending or assaulting allies, flip one random corrupt ally of opponent before resolving combat.	-1	C
Idol of Bokrug This artifact has constant effect. Your investigator and allies are able to breathe underwater. Bury this card to keep Bokrug in play for an additional round.	—	C
Lute of Oonai Your allies with the Musician attribute add 1 point to their value. Bury the Lute of Oonai to cancel the special effects of a spell just cast on you.	-1	U
Magic Spear If the ally on which this weapon is played blocks 1 or 2 points of damage, bury this weapon but not the ally.	-1	U
Monolith of Ib All tomes featuring the Folk icon may hold one additional Folk spell.	-1	C
Silver Key, The When in the Walking World, if you current location features the Gate attribute, you may walk to any location (except Exotic) in the Dreamlands or in another Dimension. Uses Gate. Flip this card when used.	—	C
Thag Weed Your Investigator and allies can survive in space. Bury Thag Weed to give all your allies the Dreamer attribute for the rest of the round.	—	C
War Horse +1 value. Attached ally may use one additional weapon.	+1	R
Wine of Pnoth Attached ally gains the Dreamer attribute.	+1	C
Zenig of Aphorat Play only at an Exotic location. May serve as any one card required to complete an Adventure. Bury when the Adventure card is played.	-1	U

EVENTS

Name / Description	Type	Rarity
Algol If Algol is in play, then bury Algol and this card. All tomes may hold one additional spell.	Star	C
Angry Zoogs At the moment this card is played target Investigator must either bury all allies in play lacking the Dreamer attribute or spend 1 point of sanity per ally to keep them in play.	—	C
Batophobia Target investigator loses 1 point of sanity at the beginning of each turn that his current location features the city attribute.	Phobia	C

Beast in the Cataract — R
Add one point to the cost of casting any spell. This card is immune to the effects of any Star event. Bury this card at the end of the round.

Betrayal — R
-1 sanity. A random corrupt ally (opponent's) immediately attacks the other allies. Opponent chooses how to absorb the damage. Opponent's Investigator is not attacked and loses no sanity. Bury the attacking ally.

Black Galley — R
-2 sanity. Target player must either bury a corrupt ally or discard a steadfast ally.

Blizzard Storm C
No Travel by Land events may be played while this card is in play. Bury when any Day or Night event is played.

Cats of Ulthar Travel by Cats U
+1 sanity. May only be played if you have The Cat Chieftain in play. Immediately play this card and a new Dreamlands location, or Exotic location, right-side-up on top of your story deck.

Children Have Sweet Dreams, The — R
-1 sanity. While this card is in play, add 1 point to the value of all of your allies. Bury this card at the end of any round.

Elephant Caravan Travel by Land C
On a later turn, play a new location card in the same region, right-side-up on top of your story deck. Remain with the Elephant Caravan for a turn to play one tome or artifact card.

Guardians of the Great Ones — U
-1 sanity. While in play, all opponents must play monster cards to their Threat face-up. Bury this card if any Day or Night event is played. When this card is buried, face-up monster cards are flipped face-down.

Highway Robbery — U
-1 sanity. Cause an opponent to bury a random artifact. If it is Night, and opponent's Investigator is outside or in a country location, cause opponent to discard a random artifact. Then bury this card.

Lunar Eclipse Night C
It is now Night. Bury any Day or Night event in play. All allies in play who feature the Living Dead attribute add 1 point to their value.

Nightmare — U
Use a Gate to play this card face-down to your Threat. Monsters in a directed Threat with this card and in the opposing directed Threat receive the benefit of their special effects, whether or not they are lost during the Cosmic Battle, as if they survived to affect the Investigator.

Phobophobia Phobia U
Any one Phobia currently affecting your Investigator is redirected against the opponent of your choice. Then bury this card.

Polaris Star R
If Polaris is in play, then bury Polaris and this card. All monsters are invisible.

Rain of Fish — U
Play this card when a Storm is in play. All locations featuring the Water attribute gain the gate attribute. Bury this card when any Day or Night event is played.

Rude Awakening — R
Opponent must play a Waking World location as their next turn or lose 3 sanity points. Then bury this card.

Ship of Clouds Travel by Air C
Immediately play a new location in a different region, right-side-up on top of your story deck. May not play a location from the same region.

Shipwreck — R
Each opponent with a Travel by Sea event as their current location immediately chooses and plays a random location card from their hand (no effect if they have no location cards).

Sky Galleon Travel by Air/Sea C
On a later turn, play a new location card in either the same or a different region (including in space), right-side up on top of your story deck.

Stars are Right, The Star U
You may use opponents' event cards currently in play to meet conditions required to summon a Great Old One or Outer God. Bury this card when any Star Event is played.

Strange Humanoid Encounter — R
Playable only at Night. All locations featuring the forest attribute gain the Gate attribute. Bury this card when any Day or Night event is played.

Sun Spots Day C
It is now Day. Bury any Day or Night event in play. Bury all Star events in play.

Swarm of Insects Night U
Bury any Day or Night event in play. All outside Investigators lose 1 sanity point. Bury this card if a Day, Night or Storm event is played.

Tachyphobia Phobia C
Lose 1 sanity point each time you play a travel event.

Twilight Day U
It is now Day. Bury any Day or Night event in play. All Invisible Monsters add 1 point to their value.

Twister Storm C
All Investigators bury Travel by Air cards on top of any story deck and replace it with the location card closest to the bottom of their story deck, right-side-up. Ignore revealed sanity gain or loss. No Travel by Air events may be played. Bury Twister if any Day or Night event is played.

White Ship, The Travel by Sea U
On a following turn, play a new location featuring the water attribute in a different region. If you have an ally with the Dreamer attribute that location may be in any dimension. If you have The Captain of the White Ship in play that location may be any Exotic location regardless of travel restrictions or the water requirement.

Yak Travel by Land U
On a later turn play a new location in the same region. You may as your turn remain on the Yak and bury one phobia.

Zebra Travel by Land C
Immediately play this card and a new location card in the same region right-side-up on top of your story deck.

INVESTIGATORS

Bored Housewife 10 14 20 C
Knows English and French. Your hand is 13 cards. Minimum 5, Maximum 6. While at a Dreamlands location, your education is 14.

Enthusiastic Chorus Girl 11 13* 20 C
Knows English. Your hand is 13 cards. Minimum 2, Maximum 5. *Have opponent to your right cut his or her deck and look at bottom card of cut. You add sanity gain or lass indicated on that card.

Exploited Coal Miner 6 14 20 C
Knows English. Your hand is 13 cards. Minimum 3, Maximum 4. As your turn one time during a round, you may discard two cards and replace them with two new cards drawn from your Mythos deck.

Falsely Imprisoned Convict 4 14* 20 C
Knows English. Your hand is 13 cards. Minimum 4, Maximum 6. *Have opponent to your right cut his or her deck and look at bottom card of cut. You add sanity gain or loss indicated on that card.

Homeless Waif 3 16 20 C
Knows No Language. Your hand is 7 cards. Minimum 0, Maximum 7. At the beginning of each turn, draw one card from your Mythos deck. You may not pass. You must play or you must discard one card.

Lyric Poet 14 12 20 C
Knows English and Greek. Your hand is 13 cards. Minimum 4, Maximum 4. As your turn one time during a round, you may discard one card and replace it with a new card drawn from your Mythos deck.

Overworked Telephone Operator 9 15 20 C
Knows English. Your hand is 13 cards. Minimum 4, Maximum 5. While at a Dreamlands location, you also know French.

Unacknowledged Author 15 13 20 C
Knows English and Latin. Your hand is 13 cards. Minimum 4, Maximum 5. While at a Dreamlands location, lower both Minimum and Maximum by 2.

Utopian Socialist 13* 12 20 C
Knows English and Latin. Your hand is 13 cards. Minimum 3, Maximum 5. When sanity is tied, this investigator always declines to go first.

Widowed Seamstress 8 16 20 C
Knows English. Your hand is 13 cards. Minimum 4, Maximum 5. While at a Dreamlands location, lower both Minimum and Maximum by 1.

LOCATIONS

Basalt Pillars of the West Edge Gate — C
You must walk to Splendid Cathuria, the Far Side of the Moon, or any space location in the Dreamlands or the Walking World, to leave this location.

Bridge over the River Skai, The Ulth Gate — R
City, Site.

Castle of the Great Ones on Kadath Exo Gate -2 R
City, Palace, Artifact, Tome. There must be a Star event in play to play this card. You must Travel by Air to reach this location and to leave it. While this is your current location, all your spells cost no sanity.

Causeway and Father Neptune, The Kin — +1 R
City, Site. During combat, bury any monster directed at your Investigator whose value increases at locations featuring the water attribute.

Cavern of Flame Ouk — — U
Country, Site, Underground, Artifact. All Dreamer allies add 2 points to their value while this is your current location.

City of Gugs Gug Gate — C
City, Lair, Underground. You may use this Gate to summon one Gug from your hand and immediately attack an opponent with it. Opponent's allies may defend, but they may not use spells or artifacts.

Cliffs of Glass, The Ilek Gate — R
City, Port.

Cornwall-by-the-Sea Cel — +2 R
Country, Town. All gentleman allies add 1 point to their value while this is your current location.

Crag of Ghouls Wil Gate — U
You may use this gate to summon one Ghoul and immediately attack with it. Opponent's allies may defend, but may not use spells or artifacts

Enchanted Stone, The Ouk — +1 C
Country, Site. From this location you may play Tower of Koth right-side-up on top of your story deck. While your current location, you are not affected by the special effects of Great Old ones and Outer Gods.

Enchanted Wood, The Ouk Gate +1 C
Country, Site. All allies that you have in play who feature the chief attribute add 2 points to their value while this is your current location.

Far Side of the Moon Exo Gate -2 C
Space, Site, Artifact. Beginning each turn you must be able to survive in space or lose 5 points of sanity. While here, you may play monsters to your Threat without paying sanity costs. You may reuse this gate but must lose 1 point of sanity for each subsequent use.

Gate of Deeper Slumber Ouk Gate +1 R
Country, Site. You may use this Gate more than once if you have a dreamer ally in play. Flip ally face-down when used.

Great Abyss Wil Gate — C
Country, Site, Underground, Artifact. From this site you may play Sarkomand right-side-up on top of your story deck.

Great Bazaar, The Cel — — C
City, Business, Artifact. You may join two artifacts each turn at The Great Bazaar.

Great Library of the Dreamlands Cel — — C
City, Library, Tome. You may, on a later turn, play any Great Library of the Dreamlands card right side-up; or you may walk to Celaeno.

Great Library of the Dreamlands Dyl — -1 R
City, Library, Tome, Artifact. You may on a later turn, play any Great Library of the Dreamlands card right-side-up; or you may walk to Celaeno.

Great Library of the Dreamlands Ilek — — C
City, Library, Tome. You may, on a later turn, play any Great Library of the Dreamlands card right-side-up; or you may walk to Celaeno.

Great Library of the Dreamlands Ult — — U
City, Library, Tome. You may, on a later turn, play any Great Library of the Dreamlands card right-side-up; or you may walk to Celaeno.

Harbor of Ilarnek Cel Gate -1 C
City, Port, Artifact. While your current location, as your turn you may spend 2 Sanity points to recover one artifact from your story deck and place it on the table beside your Investigator.

Harbor of the Black Galley Dyl Gate -1 C
City, Port, Artifact. You may use this gate to summon a monster from your hand which immediately attacks an opponent's allies. The monster will not affect opponent's Investigator, and its special effects are ignored.

Hester Payne's House Rin — — C
City, House, Tome. While your current location, as a turn you may cast a spell from your hand.

Hovel of the Cat Haters Ult Gate -1 C
City, House, Tome.

Ilarnek Mnar — +1 C
Country, Town, Artifact. When this becomes your current location, flip face-up all face-down artifacts you have in play.

Kuranes' Manor-House Cel — — R
City, House, Tome.

Labyrinths of the Gnorri Ilek Gate — C
Country, Town, Underwater. Beginning each turn that this card is your current location, you must be able to breathe underwater or lose 5 points of sanity. While current location during combat, when threats are revealed bury any monster directed at your investigator whose current value is 3 or greater.

Market-Place, The Ult — — C
City, Business, Artifact. All allies that you have in play who feature the Merchant attribute add 1 point to their value while this is your current location.

Merchant Quarter Rin — -1 R
City, Business, Tome, Artifact. All merchant allies add 1 point to their value while this is your current location.

Mt. Ngranek Isl Gate — C
You may walk to any Underworld location from Mt. Ngranek. This card is not affected by events or spells that directly affect the top location of your story deck.

Nameless Lake, The Mnar Gate — R
Country, Site. When this becomes your current location, each opponent reveals the top card of their Mythos deck; add or subtract the sanity cost for each card revealed. Discard revealed cards.

North Point Lighthouse Kin Gate — C
Country, Lighthouse, Artifact. You may play this card immediately after playing a Travel by Sea event.

Old Brick Powderhouse Kin — — C
City, Ruins, Artifact. Remain here a turn and bring into play a weapon buried in your story deck. Play any Sanity costs for play weapon.

Onyx Temple, The Dyl — +5 U
City, Temple. Discard 1 random card from your hand. Remain here for one additional turn and discard 1 random card for each Phobia affecting your Investigator that you wish to bury.

Opal Throne, The Ilek — +1 C
City, Palace, Artifact.

Palace of Seventy Delights, The Cel — — R
City, Palace. For each turn that you remain here you may bury one phobia affecting your Investigator.

Cel Celaphus
Dre Dream
Dyl Dylath-Leen
Exo Exotic
Fol Folk
GI Greater Independent
GOO Great Old One
GS Greater Servitor
Ilek Ilek-Vad
Isl The Isles
Kin Kingsport
LI Lesser Independent
LS Lesser Servitor
Mis Miskatonic Valley
Nor The North
OG Outer God
Ouk Oukranos Wilds
Rin Rinar
Tem Temple (any)
Ult Ulthar
Wat Water
Yel Yellow Sign

players guide

Name Description	Location	Special	Sanity	Rarity
Peaks of Thok	Wil	Gate	—	U
Country, Lair, Underground, Artifact. You may use this gate to summon on Nightgaunt and immediately attack with it. Opponent's allies may defend, but may not use spells or artifacts.				
Plateau of Leng	Nor	Gate	—	C
Country, Site. You may use this Gate more than once. You must lose 1 point of sanity for each subsequent use unless there is a Star event in play.				
Processional Boulevard	Rin	Gate	—	R
City, Site. All priest allies add 1 point to their value while this is your current location.				
Rope & Anchor Tavern	Kin	—	—	U
City, Business. For each turn that you remain here you may bury one Phobia affecting your Investigator.				
Ruins of Ib, The	Mnar	Gate	—	C
Country, Ruins, Artifact. Add 1 point to the value of each Being of Ib or Ghost-Being of Ib that you have in play while this is your current location.				
Ruins of Sarnath, The	Mnar	Gate	-1	C
Country, Ruins, Artifact, Tome.				
Sarkomand	Nor	Gate	—	C
Country, Ruins, Artifact. From this location you may play The Great Abyss right-side-up on top of your story deck. Add 1 point to the value of each Man of Leng while this is your current location.				
Serranian	Cel	—	—	C
Island, Tome, Artifact. You must Travel by Air to play this location and Travel by Air to leave it. You may remain here for an additional turn and bury all Phobias affecting your Investigator.				
Snake-Den, The	Mis	Gate	—	C
Country, Site, Underground. You may use this Gate to play Dreamlands monsters to your threat.				
Splendid Cathuria	Exo	—	-2	U
Country, Site, Tome, Artifact. Each turn that you spend resting in Splendid Cathuria you may gain 1 sanity point. You must play a Walking World location right-side-up on top of your story deck as your next location.				
Strange High House, The	Kin	Gate	—	C
Country, House, Tome. You may use this Gate to play Dreamlands monsters to your Threat.				
Street of Pillars, The	Cel	Gate	—	C
City, Site. All allies that you have in play who feature the Priest attribute add 1 point to their value while this is your current location.				
Street of Tears	Dyl	Gate	-1	C
City, Site. While your current location during combat, add 1 point to each of your directed threats.				
Tall Lighthouse, The	Dyl	—	—	R
City, Lighthouse, Tome. You may play this card immediately after playing a Travel by Sea event.				
Temple of Bokrug	Mnar	—	+5	U
Country, Ruins, Temple. You must either bury a steadfast ally or remain at this location for an additional turn to perform appropriate rites. For each additional turn that you remain here you may bury one phobia.				
Temple of Loveliness at Kiran, The	Ouk	—	+4	U
Country, Temple, Tome. Reveal the top card of your Mythos deck. Apply any sanity gain or loss indicated on the card, then discard it. For each additional turn that you remain here you may bury one Phobia affecting your Investigator.				
Temple of the Elder Ones	Ult	—	+6	C
City, Temple. Reveal the top card of your Mythos deck. If it is a monster, it attacks you immediately. Discard any other card drawn. For each additional turn that you remain here you may bury one phobia affecting your Investigator.				
Temple of the Great Ones	Rin	—	+5	C
City, Temple. Set aside this card and shuffle your story deck. Randomly discard one story deck card, then replace this card. For each additional turn that you remain here you may bury one phobia.				
Tower of Koth	Gug	—	—	C
City, Site, Underground, Tome. From this location you may play The Enchanted Stone right-side-up on top of your Story deck.				
Turquoise Temple of Nath-Horthath	Cel	—	+5	U
City, Temple. You must either bury a corrupt ally or remain here for an additional turn in abject contemplation. For each additional turn that you remain here you may bury one phobia affecting your investigator.				
Vale of Pnath	Wil	Gate	—	R
Country, Lair, Underground. You may use this gate to summon one Dhole and immediately attack with it. Opponent's allies may defend, but may not use spells or artifacts.				
Vaults of Zin	Gug	Gate	—	C
City, Lair, Underground. You may use this Gate to summon one Ghast from your hand and immediately attack an opponent with it. Opponent's allies may defend, but they may not use spells or artifacts.				
White Whale Inn, The	Ult	—	—	C
City, Business. For each turn you stay here you may bury one phobia.				

MONSTERS

Name Description	Type	Value	Sanity	Rarity
Basilisk	LI	2	-1	R
When revealed, flip all of opponent's defending allies whose current value is an odd number. Basilisks bypass combat with opponent's Threats.				
Being of Ib	LS	1	—	C
Gets +1 to its value for each ally opponent has committed to defend against it at the moment Threats are revealed. Joins Beings of Ib.				
Bokrug	GOO	—	—	C
Ruins Location, Storm Event. All locations feature the water attribute. Do not bury Storm events. No Investigators may gain Sanity unless they are in Mnar.				
Buopoth	LI	0	—	C
Monsters opposing the Buopoth do not bypass. Joins with all monsters.				
Cat From Saturn	GI	3	-1	C
Cannot be summoned or controlled. Bypass combat with opponent's Threat Joins Cats from Saturn.				
Chorazin	GOO	—	—	R
Dreamlands Site/Lunar Eclipse. All phobios only affect the person who played them. No Investigator may gain sanity.				
Dhole	GI	4	-1	R
When revealed, if opponent's current location features the Underground attribute you may bury this card and cause opponent to bury their current location. Ignore revealed sanity gain/loss. Joins Dholes.				
Fireworm of Parg	GI	5	-2	U
Subtract 2 points from the value of this card if opponent's current location features the water attribute. All monsters in a directed Threat with a Fireworm of Parg function as if it is Day.				
Ghasts	LI	2	—	C
Subtract 1 from the value of this card if any Day event is in play at the moment it is revealed. Add 2 points to the value of this card if opposing Gugs at the moment Threats are revealed. Joins Ghasts.				
Ghoul	LI	2	—	C
Add 1 point to the value of this card if the current location of you or your opponent features the Underground attribute. Joins Ghouls.				
Gnor	LI	2	—	C
Add 2 points to the value of this card if the current location of you or your opponent features the Underwater attribute. Joins Gnor.				
Gug	LI	3	-1	C
Add 1 point to the value of this card if opposing Ghouls or Ghasts. Cumulatively add 1 point to the value of this card if the current location of you or your opponent features the Underground attribute. Joins Gugs.				
Leng Spider	LI	4	-2	R
While the Leng Spider is revealed, it eats (buries) 1 random monster with a lesser current value than the Leng Spider in the directed Threat which it opposes.				
Lesser Shantak	LS	2	—	C
When Threats are revealed, subtract 1 point from the value of this card if opposing Nightgaunts. You may choose to play this card as an ally if joined with a Corrupt Cultist. Joins Lesser Shantaks and Corrupt Cultists.				
Man of Leng	LI	1	—	U
Joins with any Lesser Independent.				
Minion of Karakal	GS	3	-1	U
Invisible. Randomly choose one of your opponent's artifacts to bury for each Minion of Karakal that survives the Cosmic battle. Joins Minions of Karakal.				
Moon-Beast	LI	2	—	C
Add 1 point to the value of this card if it is night. Add 2 if either the current location of you or your opponent features the space attribute; or if the Lunar Eclipse of Full Moon is in play.				
Nightgaunts	LS	2	—	C
If summoned, use Nightgaunts as a Travel by Air event; immediately play a new location right-side-up in any region. Joins Nightgaunts.				
Nodens	OG	—	—	U
Underground Location/Star Event. No monsters are Invisible. No monsters bypass combat. No Investigator may gain sanity.				
Shantaks	LS	3	—	C
Bury if directed against Nightgaunts at the moment Threats are revealed. If summoned, use as a Travel by Air Event and immediately play a new location in any region including space.				
Tcho-Tcho People	LS	1	—	U
Joins with any Lesser Servitor.				
Voonith	LI	2	—	U
When Voonith is revealed you may declare that it is in hibernation: set it aside. It does not participate in combat this round. Begin a new Threat with it when combat is concluded. Joins Voonith.				

SPELLS

Name Description	Type	Sanity	Rarity
Anathema	Dre	*	U
Target a spell in an opponent's Tome. Flip target spell face-down. The cost of casting this spell is the cost indicated on the target spell.			
Awful Doom of Cerrit	Yel	-3	R
Discard an opponent's ally at random.			
Barrier of Seol Seril	Eye	-1	C
Cast during combat only. No monsters in any threat bypass combat.			
Channel Prophecy	Dre	-1	U
You may take a 13-second glance at a number of cards on top of your Mythos deck and equal to your Investigator's current minimum.			
Command Lamp-Eft	Dre	-1	C
When cast becomes a Day event. Night Events may not be played. Bury this card if any Day event is played.			
Concentric Rings of the Worm	Fol	-2	C
This spell may be cast during combat only. Bury one random monster card chosen from any one directed Threat attacking your Investigator.			
Crystal World	Eye	-1	R
Your Investigator and allies are able to breathe underwater for the remainder of the round. If a Star event is in play, your Investigator and allies are instead able to survive in space for the remainder of the round.			
Deflection	Dre	-2	U
Cancel a spell just cast on you, and choose a new appropriate target, as if you are casting the same spell.			
Dream Sending of Glaaki	Yel	-2	R
Target defending ally becomes your defending ally for the remainder of combat. Return ally to opponent or bury ally in opponent's story deck, as appropriate, at the end of combat.			
Embody Charnal Odor of Xura	Dre	-1	C
Summon or control one lesser servitor monster.			
Equilateral Screen	Eye	-1	U
Gain a 13-second glance at all cards in one opponent's Threat.			
Gate of Oneirology	Fol	-1	C
If you are in the Walking World immediately play any Dreamlands location as if walking. If you are in the Dreamlands immediately play any Walking World as if walking. You may not play Exotic locations.			
Green Mist of Doom	Wat	-2	C
If it is Day, bury opponent's current location. If it is Night, discard opponent's location.			
Ironmind	Dre	-1	R
Increase your maximum by three for the remainder of the round. Not cumulative with other cards that raise your maximum.			
Lassitude of Phein	Fol	-1	C
Flip a target ally.			
Mysteries of Thalarion	Dre	-2	C
Control one random monster in an opponent's Threat.			
Petition of Menes	Dre	-1	C
Randomly bury one of your opponent's allies lacking the Dreamer attribute.			
Ravening Madness	Yel	-1	R
Cause opponent's Investigator to lose 1 point of Sanity.			
Throth's Stalwart	Wat	-2	R
During this round's combat target is buried only if it takes its full card value in sanity loss.			
Vortex of Far Journeying	Dre	-2	U
Target opponent reveals the top card of his Mythos deck. If it is a location it immediately becomes his current location. If it is a monster it immediately attacks him (allies may defend), then is discarded. If it is some other kind of card, it is discarded.			
Whirligig	Wat	-1	R
Flip all face-down cards you currently have in play face-up, except spells.			

TOMES

Name Description	Value	Sanity	Rarity
Book of Beautiful Devices	2	-1	C
Dream. Hyporbean. You may find Dreamlands artifacts in the Walking World.			
Book of Black Stones, The	2	-2	R
English, Dream, Eye. You may find Dreamlands tomes in the Walking World.			
Cultus Maleficarum	1	-1	R
English. Yellow Sign.			
Monsters and Their Kynde	1	-1	C
Eye, Folk. English.			
Necronomicon, Dreamlands Edition	4	-3	U
Glyphs. Dream, Yellow Sign, Eye. This card may be found at an Exotic location only. You may move between the Walking World and the Dreamlands as if they were in the same region.			
Papyrus of Ilarnek	2	-1	C
Dream, Water. Glyphs.			
Pnakotic Manuscripts	2	-1	U
Folk, Water. Atlantean or Hyperborean.			
Thaumaturgical Prodigies	1	—	C
Folk. English.			
Thaumaturgical Prodigies	2	-1	U
Folk. English.			
Voynich Manuscript, The	3	-2	R
Greek and Latin. Yellow Sign, Eye.			

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WIZARD #68

PRESENTS

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DV8 NO. 1/2

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CONNECTICUT

FEBRUARY 8 & MARCH 22, NEW HAVEN

Gray Matter Conventions in Connecticut, 100 Pond Lily Avenue, exit 59 off the Merritt/Wilbur Cross Parkway. Call 203-387-6651 for directions. *Magic: The Gathering®* convention & tournament: Type I, Type II, Sealed Deck. GRAND PRIZE - $1,000 in CASH prizes. Over 15 tournaments throughout the day including: Speed Sealed Deck tournament at 9:30am for $100. Under 16 tournament. Type I and Type II tournament for a box of *Mirage*. Type 1.5 tournament. Booster draft tournament. Huge dealers area. Doors open 9am, $17 in advance, $20 at the door. Contact: Bruce Johnson, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442, email graymatter@expressways.com

FLORIDA

MARCH 15-16, ORLANDO

MEGACON '97, Orange County Convention Center, 9800 International Dr. Registration: $12/day or $20/weekend. 10am-8pm. The largest convention in the Southeast. MegaCon features over 100 guests and professionals. Special guests include: Top creator of "Babylon 5" J. Michael Straczynski, Peter David, Peter Chung (creator of MTV's "Aeon Flux"), MOEBIUS, The Warrior, Brian Pulido, Steven Hughes, Brandon Peterson, George Perez, William Tucci, John Romita Sr., Julius Schwartz, Joe Madureira, Tim Townsend, Al Simmons, Tony Daniel, Humberto, Greg Capullo, Ramos and MANY more to be announced. Hundreds of dealers, publishers and exhibits! Activities include: *M:TG* Type II convocation & Type III tournament, RPGA, Living City, Living Death, Virtual Seattle, Miniatures Events, Live Action Adventures. Comic Publishers and Dealers, Japanimation Room, Panel Discussions, lots of gaming, animation room, slide shows, publisher presentations and much more! For more information call Skyline Promotions @ 407-599-0905.

ILLINOIS

FEBRUARY 16 & MARCH 16, CHICAGO/PALATINE

Magic-Hansen's Grand XII & XIII feedeers into the $15,000 Grand Master. Holiday Inn Palatine, 1550 Dundee Ave. Palatine,IL. 1st prize-$1,000 CASH. Spots in the $15,000 Grand Master. Other prizes through 8th Place. Four divisions: Type I, Type II, Mirage constructed (Paris Pro) and Mirage sealed deck. Note: you stay in the division you choose. The top two in each division are selected and will compete with final 8 in a new sealed deck format---call for further information. Pre-registration: Type I, II, or Mirage Constructed $18; Mirage sealed deck $25. At the door $22, $30 for Ice Age. Dealer tables $25 each. For dealer info., directions, tournament information price list, and other sanctioned tournaments around Chicago contact: Hansen's @ 847-222-1994 or HanHobbies@aol.com.

MICHIGAN

FEBRUARY 8, 22 & MARCH 8, 22 BATTLE CREEK

Magic Sealed Deck Tournaments. Limited to 40 players. Pre-registration suggested. Door registration 9am. Tournament begins at 10am. $20 advance registration (or $25 at the door), gets you 1 sealed starter deck, 2 boosters and 4 basic lands. Minimum prize value of $200 each tournament. Always buying *Magic* at Gamers Guild. Best selection of singles in SW Michigan. For more information contact: Marcus @ 616-660-0925 or write Gamers Guild, 1230 East Columbia Ave., Battle Creek, MI 49014.

NEW JERSEY

FEBRUARY 22, EDISON

Gray Matter Conventions in New Jersey, call for hotel information regarding this event. Sanctioned *Magic: The Gathering®* convention & tournament: Play in either a Type I, Type II, Sealed deck or Professional Tournament Qualifier Pro Tour Qualifier tournament-Type II (Dallas) format. 2 Master slots will be awarded for the Paris Professional Tournament. GRAND PRIZE - $1,500 in CASH prizes. Over 20 tournaments throughout the day. Huge dealers area. Doors open 9am, $17 in advance, $20 at the door (PTQ is $18/$20). Contact: Bruce Johnson, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442, email graymatter@expressways.com

MARCH 29, EDISON

Gray Matter Conventions in New Jersey. Call for hotel information regarding this event. *Magic: The Gathering®* tournament: Type I, Type II, Sealed Deck or Professional Tournament™ Qualifier + $1,500 in CASH prizes tournament. 2 Master slots will be awarded for the Paris Professional Tournament. Pro Tour Qualifier tournament is Type II (Dallas) format. $18 in advance, $20 at the door for the Pro Tour Qualifier. $17 in advance, $20 at the door for the Type I or Type II tournament. Contact: Bruce Johnson, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442, email graymatter@expressways.com

NEW YORK

FEBRUARY 15, NEW YORK

Gray Matter Conventions in New York City, New Yorker Hotel, 34th Street & 8th Avenue, call 212-971-0101 for directions. Professional Tournament™ Qualifier + $1,500 in CASH prizes tournament. 2 Master slots will be awarded for the Paris Professional Tournament. Pro Tour Qualifier tournament is Type II (Dallas) format. Over $1,500 in CASH prizes will be awarded. $18 in advance, $20 at the door for the Pro Tour Qualifier. $17 in advance, $20 at the door for the Type I or Type II tournament Contact: Bruce Johnson, Gray Matter Conventions, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442, email graymatter@expressways.com.

MARCH 15, NEW YORK

Gray Matter Conventions at Neutral Ground, Neutral Ground, 291 7th Avenue, 9th floor, NY, NY 10001. Professional Tournament™ Qualifier. Pro Tour Qualifier tournament-Type II (Dallas) format. 2 Master slots will be awarded for the Paris Professional Tournament. $500 in CASH prizes will be awarded. $18 in advance, $20 at the door for the Pro Tour Qualifier. Contact: Bruce Johnson, Gray Matter Conventions, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442, email graymatter@expressways.com.

PENNSYLVANIA

FEBRUARY 8 & MARCH 22, PHILADELPHIA

Gray Matter Conventions in Philadelphia, Clarion Suites Convention Center, 1010 Race Street, one block from the Philadelphia Convention Center, call 215-922-1730 for directions. *Magic: The Gathering®* convention & tournament: Type I, Type II, Sealed Deck Professional Tournament™ Qualifier + $1,500 in CASH prizes tournament. 2 Master slots will be awarded for the Paris Professional Tournament, Pro Tour Qualifier tournament is Type II (Dallas) format. $18 in advance, $20 at the door for the Pro Tour Qualifier (only on Feb. 8th). $17 in advance, $20 at the door for the Type I or Type II tournament. Contact: Bruce Johnson, Gray Matter Conventions, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442, email graymatter@expressways.com.

MARCH 8, PITTSBURGH

Gray Matter Conventions in Pittsburgh, Holiday Inn-UC 100 Lytton Avenue (on the U Pitt campus), call 412-682-6200 for directions. *Magic: The Gathering®* convention & tournament: Type I, Type II, Sealed Deck. Grand Prize-$1,000 in CASH prizes. Over 15 tournaments throughout the day including: Speed Sealed Deck tournament at 9:30 am for $100. Under 16 tournament. Type I & Type II tournament for a box of *Mirage*. Type 1.5 tournament. Booster draft tournament. Huge dealers area. Doors open 9am, $17 in advance, $20 at the door. Contact: Bruce Johnson, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442, email graymatter@expressways.com

TEXAS

FEBRUARY 15, HOUSTON

L. King Collectables presents their February in-store SALE-BRATION Event! 3001 Fondren, between Westheimer & Richmond, FREE ADMISSION, FREE PARKING, 10am-6pm. Free giveaway prizes with each purchase over $10. Prizes include various types of gaming cards. Discover our wide selections of *Visions, Mirage, Alliances,* 4th Edition, *Ice Age, Chronicles, Legends* and *Antiquities* singles, packs and boxes. Over 100,000 unplayed *Magic* singles at LOWEST everyday prices in stock. Other gaming cards include singles, packs and boxes of *Star Wars, X-Files, Battletech* and *Star Trek*. Look for special savings throughout the store on all of your gaming cards needs. Call 713-782-2273 or email lkingc@flash.net for more information.

Swan SONG

Rick Swan's unique take on the world of gaming

The *InQuest* Dating Guide

We know how hard it is these days for guys and gals to get together, what with all the cultural pressures, blurred gender roles and reluctance to commit. And it's doubly hard for gamers, many of whom—how to put this delicately?—find it difficult to interact with members of the opposite sex without drooling on them.

Well, we're here to help. We've pooled our experiences and checked with the experts to come up with the "InQuest Guide to Dating Dos and Don'ts." By following these simple rules, you too will soon be on the road to a lasting, fulfilling relationship.

FOR THE GUYS:

DO

+ select a suitable get-to-know-you activity for the first date. Good choices: gin rummy, *Magic: The Gathering*. Bad choices: Jell-O wrestling, strip *Monopoly*.
+ behave like a gentleman. After a pleasant evening with the *Star Trek: The Next Generation* CCG, a kiss good night might be okay, but lay off the Alien Probe.
+ demonstrate your sophisticated indifference to crass material possessions by tearing up a Mox Pearl and setting fire to the pieces.
+ refrain from weeping when you think about the $160 Mox that just went up in smoke, you moron.
+ suppress your physical urges. Do not, for example, say things like, "You know, it's easier to deal if your fingers are moist. Want me to lick them?"
+ wear an appropriate cologne, like Eau de Balduvian Horde.

DON'T

– ask her if she wants to touch your Crypt Cobra.
– forget that when dining in a formal restaurant, you should take off your Spock ears.
– tip the waiter with a Dingus Egg.
– say that you've never seen "Babylon 5" cause your mom won't let you stay up that late.
– mention that whenever Wizards of the Coast releases a new Magic expansion, you know it's time to change your underwear.
– assume that just because she's a fan of *Vampire: The Eternal Struggle*, it's okay to give her a real heart for Valentine's Day.
– take unnecessary risks. Do not, for instance, attempt to drive and play Twister at the same time.
– invite her to play *Rage* with real wolves.
– say that when you grow up, you want to be just like the guy who writes "Swan Song."
– ask her to recreate the Leia-on-a-chain scene from "Return of the Jedi." At least not on the first date.

FOR THE GALS:

DO

+ break the ice by taping a Gauntlet of Might somewhere on your body, then challenging him to find it.
+ repress your militant feminism. Don't reveal, for instance, that because Wizards of the Coast published a Hymn to Tourach card, you're demanding they also publish a Her to Tourach card.
+ wear something that indicates an interest in his favorite game, like a tube top made of *Mythos* cards.
+ go the extra mile to create an inviting, romantic atmosphere. What could be better on a chilly winter night than soft music, hot chocolate and a smoldering fireplace filled with packs of *Fallen Empires*?
+ assume that his dweebish obsession with who won the *Magic* U.S. Championship and why he didn't is a temporary condition.

Photo courtesy of Everett Collection

+ casually mention that you're still collecting royalties from that modeling job you did for the Babes card from the *Guardians* CCG.
+ be discreet if you're on a blind date and you're disappointed by his appearance. Do not, for example, run away screaming, "Atog! Atog!"
+ make his heart race by shuffling a deck of cards with your tongue.

DON'T

– be too forward. Avoid lines like "Want to tap some mana, big boy?"
– judge him by what he looks like at a game convention.
– forget to choose your terms of endearment carefully. He might take it the wrong way if you call him "Pasty-Faced Geek" or "Card Boy."
– claim that you're Richard Garfield's ex-wife, so half of Wizards of the Coast is technically yours.
– hesitate to recreate the Leia-on-a-chain scene from "Return of the Jedi." Especially on the first date.

Rick Swan has tried to recreate the Leia-on-a-chain scene, but has been unable to find a gold bikini that fits him.

Still no gum.

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Flying

Attacking does not cause Archangel to tap.

5/5

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